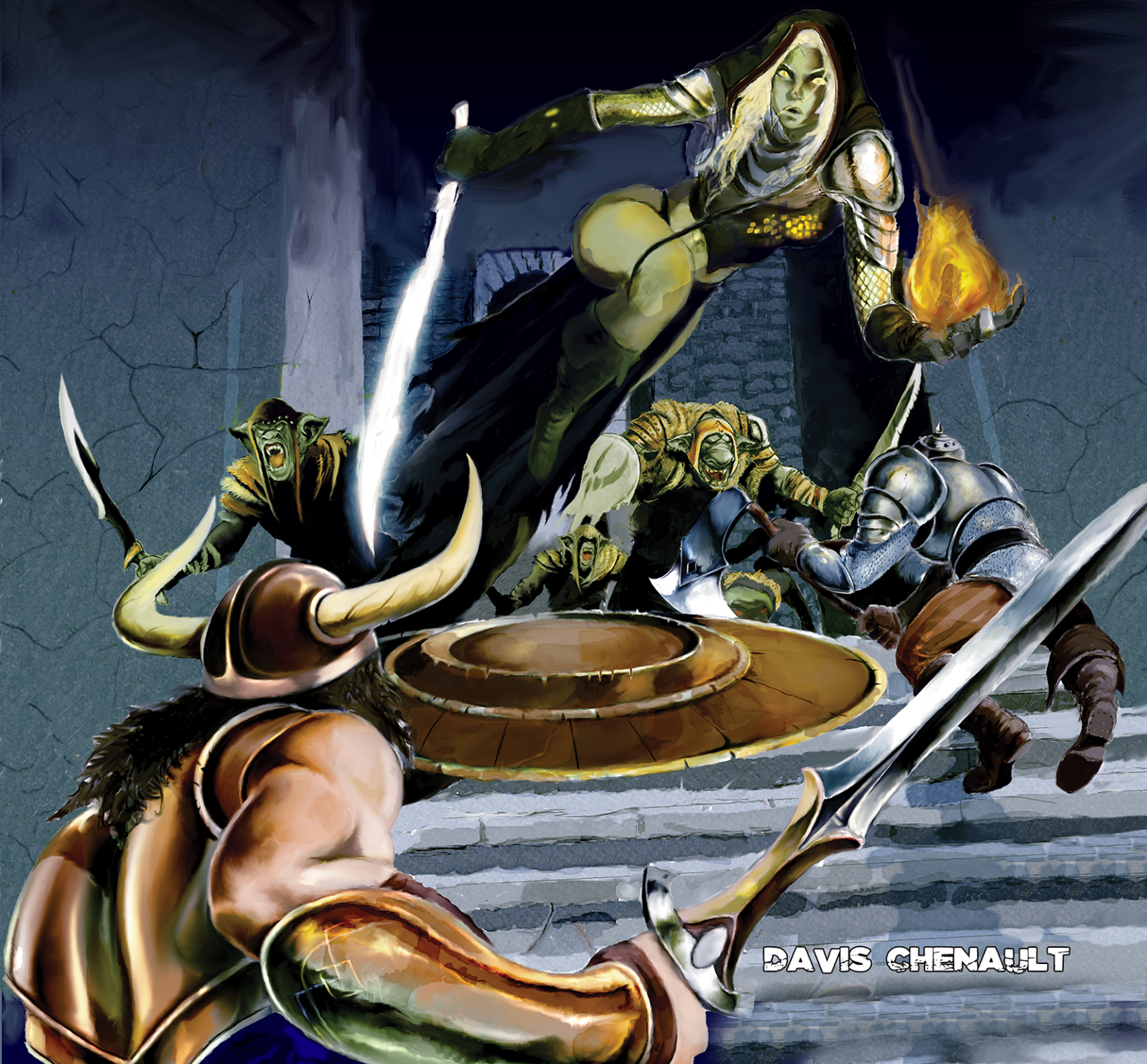


A7

5TH EDITION ADVENTURE

WICKED CAULDRON



DAVIS CHENAULT

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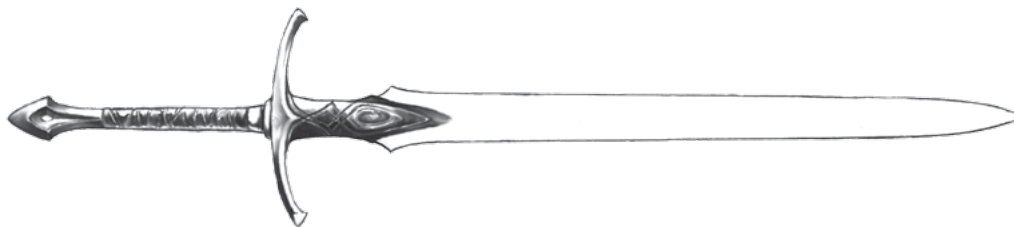
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PREFACE

The adventure presented here is only for the brave of heart and those willing to chance death in the name of good. Many challenges await those adventurers willing to travel into the deeps of the Barren Wood to the Gnarl. Here, the ancients built a ziggurat within which dwells the Witch Queen, a foul beast of Aufstrag. From within this black place, the Witch Queen concocts her machinations and controls minions whose only purpose is to spread dread and destruction. But beware, for confronting the Witch Queen in her abominable hole may lead to wreck and ruin, for within those twisted corridors are beasts of evil intent and maleficent desire. But glory and wealth and likely a few battle scars are to be had for the brave, the bold, and the lucky.

This self-contained adventure takes place in a single locale. Though this adventure can be played separately, the characters and plot are part of a greater story that began in **Assault on Blacktooth Ridge** and continued in **Slag Heap**. The storylines for continuing the adventure are well described throughout this module and should be abandoned or used at the Castle Keeper's discretion. Otherwise, the vast majority of the adventure will occur within the ziggurat and perhaps the small town outside it.

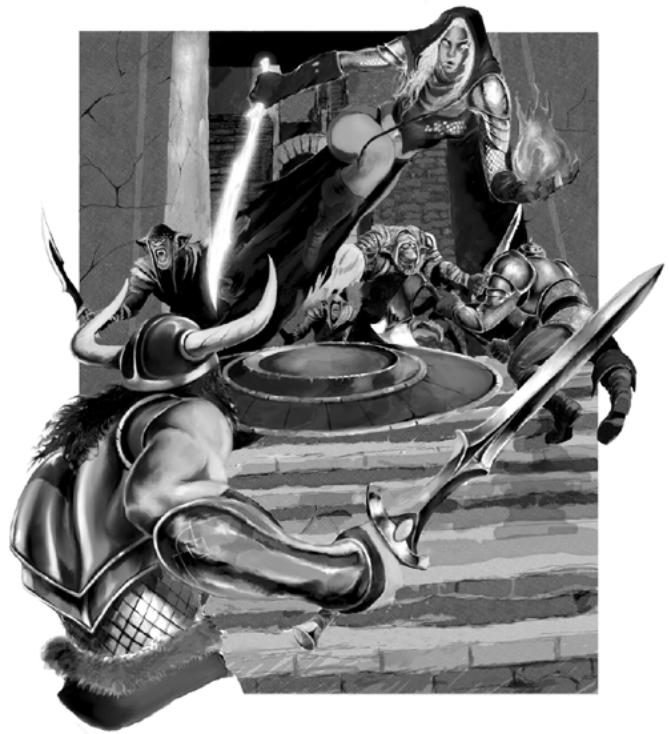
The Wicked Cauldron was designed as a single walk-through adventure (with several nights of play). To manage this though, the players must be stealthy and smart, trying not to alarm the entirety of the ziggurat's inhabitants of their presence. The Castle Keeper should do everything possible to impart the need for stealth and smarts to the players prior to and throughout play. It should be noted that the ziggurat appears to be lacking in foes and creatures with which to give battle to the adventurers. This was done so as to allow for a single walk-through. Add more if necessary by simply increasing the numbers of the creatures already present.

The adventure is designed for 3-5 characters of 3rd to 4th level. Should a larger party of adventurers be involved, increase the number of creatures encountered as well as their armor class and perhaps give them better weapons to adequately challenge the party. For the major non-player characters or monsters, increasing hit points as well as levels might be necessary. This should suffice to maintain a challenge for the characters. Further, DCs for all checks should range between 10 and 15. Those of special note are described in the module.

FIFTH EDITION NOTES

This adventure includes several new monsters in the Appendix, which can be used to enhance any 5th edition game, but are specifically designed for Troll Lord Games' Aihrde Campaign Setting, which is available for purchase and is completely system-free! As always, you'll note that we continue to use terms like Castle Keeper and CK for the person running the game; this is to maintain the flavour of the C&C game and to keep a sense of familiarity to our players.

The Ungern have already appeared in adventure A2. This particular module gives them a more detailed treatment and astute CKs and players will notice that some things about their statistics have changed. That's in keeping with the way they



were presented in the original modules. Where differences appear, the versions presented here should supersede those that previously appeared.

There's also a great deal of potential for treasure in this module. CKs should feel free, in their 5th edition games, to severely limit this if they want to keep their adventurers working harder. Cut the awards in half, or even change gold pieces to copper pieces - it's up to you!

INTRODUCTION

In times past, a vast shadow hung over the world. It was as if the sun was blotted out and creatures stirred, fearful and restive beneath gloomy clouds. The Horned One ruled, and the shadow Aufstrag hung over all. These were not good times.

The Horned One extended and maintained his control over the world through a vast array of imperial minions, troops, and priests. To this end, an order of grotesqueries, the Witch Queens, was established to watch over the minions who watched over the lands of man or dwarf. In the opening centuries of the Horned One's wars, great ziggurats were built to house the Witch Queens and their cohorts. To them was given the task of sowing discord and dissension amongst the enemies of the Horned One and spying the activities of those under his service.

Loklu-Mal was but one of the many ziggurats constructed during the Winter Dark. Hidden in the Barren Wood, there was much secrecy surrounding its construction, for many dangerous fey inhabited those lands. So well hidden was Loklu-Mal that few knew of its existence and fewer still of its location. A powerful but lesser acolyte to the Witch Queens was placed there, and she ruled there for many years. So began the descent of the

region into chaos and war—even before the arrival of the Horned One’s armies. For her minions paved the way for the coming of the Witch Queen through a brutal bush war with the fey of the Barren Wood, many of whom ended their lives in the deeps of the Loklu–Mal, what they called the Wicked Cauldron. Loklu–Mal has been ruled since its creation, by a series of lesser acolytes to the Witch Queen. One resides there to this day; Neb–Eprethat is her name, and she continues with a duty and mission long lost of its significance, but one inherent to her being.

Neb–Eprethat is old and has served the Paths of Umbra for many years. A minor creature in a great play, she was given the watch over the Barren Wood and the southern fences of Aufstrag. During the long Winter Dark Wars, she watched as men and elves returned to the Wood. But ever fearful of the wrath of the Undying Lord, she plots to keep them in disarray and at war with each other. She lamented the demise of Aufstrag, and has aligned herself with the remnants of his folk that dwell to the north in the Tower of the Tree.

Neb–Eprethat is a lesser acolyte of the Witch Queens, though well on the road toward transforming into a greater Witch Queen. Though distressed, Neb–Eprethat has not abandoned her mission and uses what powers she has to cause troubles for the region. In so doing, she has aligned herself with other minions of the Horned One who survived his downfall, with whom she plots and schemes as best she can, hoping for the return of the Horned One.

FOR THE CASTLE KEEPER

What brings our erstwhile adventurers to such a dread place? Nothing less than an unraveling of the machinations of the Witch Queen’s various minions. Primarily, the characters will have learned of the Witch Queen from adventures in **Slag Heap**. They should also have learned the location of the Slag from those adventures as well. This is discussed in the following section, “Involving the Players Characters.” The Witch Queen is involved in other plots and schemes, the most pertinent of which are described below.

Not the least of Neb–Eprethat’s co–conspirators is a cabal of priests in Ludensheim. These priests have ensorcelled the Mayor of Ludensheim, Dietbold Heimer, and turned him into their lackey. In order to increase the Baron’s strength and hold over Ludensheim, silk produced at the ziggurat is given to a guild of merchants under his control. As this costs the Baron nothing (except his soul), he is garnering a rather hefty profit with which to hire and supply mercenaries and others to do his bidding. Several agents of the Baron are located in the ziggurat as well as in the town outside it. Many are under minor ensorcellments themselves, but others willingly partake in the spoils derived from the machinations of the priests. Neb–Eprethat is wary of these people and fears they may divulge the location of the ziggurat to those who would seek to destroy it. She keeps them under tight guard and spies upon them constantly, both here and in Ludensheim.

Neb–Eprethat is beholden to a lesser lord of Unklar located in the husk of an ancient fortress named Festung Akt. This lord

and the Witch Queen connive together and against one another for power and control over the realms along the Hruesen River. The Witch Queen, if allowed and in need, will escape through her magic mirror to Festung Akt and seek this powerful lord’s protection.

The Witch Queen has many agents across the land. Some are described in **Slag Heap**. Other agents and activities are left up to the Castle Keeper to create. In all considerations though, the Castle Keeper should bear in mind the Witch Queen is simply sowing discord in the region. She does not have the wherewithal or instincts for managing large forces and gaining control of a region. The latter is the pervue of the lord in Festung Akt and his master the Undying Lord of Aufstrag.

INVOLVING THE PLAYER CHARACTERS

The players will most likely come to know of the Witch Queen and the ziggurat by adventures in **Slag Heap**. Information on the location of the ziggurat can be gleaned from several parties in that adventure as described below. Otherwise, the characters may come to know of the Witch Queen through encounters unrelated to a previous adventure. As always, only the most general of reasons can be supplied, as each campaign is slightly different, and the Castle Keeper must add details and context as needed.

Hook 1. The magic mirror located in **Slag Heap** (*Seroneous’ Lair, Room 7*) can be used as a scrying device to locate the ziggurat. Staring into it and activating it reveals the location of the person to which Seroneous last spoke. This is done as if viewing a movie in which one travels from the room in which the mirror is located to the ziggurat. What is revealed is a trip through the Barren Wood and then to the Gnarl along Track #1 (described below) to the Cauldron. A trail can be seen leading west from the **Slag Heap** through the forest and to the ziggurat.

Hook 2. Froithmot and his unger and orc troops in **Slag Heap** know the location of the ziggurat, though they will not part with the information willingly; a certain amount of pressure applied to the lower ranking individuals, however, will encourage them to do so—or at least point out the trail leading to it.

Hook 3. After the characters finish their adventures in **Slag Heap**, they should come upon a small map with the location of the ziggurat placed upon it. This could be located in any of the various treasures gained therein. If that adventure has been completed, the map could be uncovered later in a sack or pocket heretofore not looted.

Hook 4. Some bandits or orcs on the Southway or the Hruesen River Road waylay the characters, and one of them knows the location of the ziggurat.

Hook 5. The characters locate a runaway slave from the Spiders’ Lair (see below). The slave is seeking to make it to Ludensheim or some other location of safety. He knows the location of the ziggurat in a general way. He would not know the location of the tracks leading to it (see below).

THE GNARLS

However the characters come to know of the Witch Queen and the ziggurat's location, they must travel through a section of the Barren Wood known as the Gnarl. The characters are likely to begin their journey from a town nearby and make their way through miles of the Barren Wood before reaching the Gnarl and thence to the ziggurat. There are two unnamed tracks that can be used. Both are fairly difficult to follow.

TRACK #1: This track leads from the Slag Heap to the ziggurat. Several days travel are necessary before reaching the Gnarl, and from there it goes on to the ziggurat. This trail resembles a faded deer track in size and nature, which makes it difficult for any but smart trackers to find. Every day on the trail, a tracking check (Survival DC 13) must be made to stay on it. Once lost, a successful tracking check must be made to locate it again. One check is made each day.

TRACK #2: This track leads west from the ziggurat to the Southway, the road leading south from Ludensheim to lands further south. This track is slightly easier to follow being only a DC 11. In other respects, it is similar to Track #1.

THE BARREN WOOD: This is an ancient oak and birch forest stretching from the Blacktooth Ridge in the east to the Ingold Lake in the west. Within the Barren Wood are the Gnarl—a region of twisted, stunted trees, thick bramble, briars, and the like. The forest here is rotting. The trees are scabrous and dying. Many are leafless, and the ground is covered in the detritus and deadfall of many trees, making travel difficult at best. It is an area seldom traveled to, for it is fraught with danger. After two days of travel from Slag Heap on the Southway, one enters the Gnarl. This region of the forest stretches for 50 or so miles in every direction from the Cauldron or ziggurat.

Travel through this area is at one-half the normal rate. It is also a dangerous area, as many evil creatures have come here to escape the huntsmen and adventurers who are clearing the Southway and other portions of the Barren Wood. Use the following random encounter check while traveling in the Gnarl (even for that section in the Barren Wood proper).

TABLE 1 GNARLS ENCOUNTERS

D20	ENCOUNTER
1–4	Bandits (2–12) ambush, after a raid, encamped
5–6	Goblins (3–18) and sub-chief Red Caps traveling to raid
7	Owlbear hunting
8	Satyr (1–3) seeking ancient magic circle
9–11	Orcs (2–16) with sub-chief ambush, raid, encamped
12–14	Giant constrictor snake
15–16	Ungern (2–4) traveling to ziggurat
17	Brown bear
18	Ogres (1–3) raiding party
19–20	Giant Spiders (2–8) nesting area, hunting

THE SPIDERS' LAIR

The Spiders' Lair is nothing more than a dozen squat, stone buildings located in front of the ziggurat. These house servants of the Witch Queen and many of her slaves who tend to the spiders' nests and who harvest their silk.

Amongst the gnarled wood and detritus of this ancient and gloomy forest is a massive ziggurat which looms ominously above a dozen multi-level squat, stone buildings covered in ivy and lichen. These houses are placed to either side of a dirt track leading straight to the foot of the ziggurat and disappearing into the forest to the south. They are obviously occupied as the sounds and smell of habitation are everywhere . . . a thin strand of smoke rising from cooking fires, the stench of a nearby latrine, and debris lying about in the brush.

There are six buildings on the east side of the road and six on the west. They are two stories high, with the upper floor being slightly larger than the lower floor. All the building interiors are identical. The lower floor is 30x30 feet and the upper floor is 40x40 feet. There are no internal partitions, and the upper floor is attained by a staircase located in the center of the room. The roof is likewise attained by a staircase in the center of the room. The roof is flat with a small stone banister.

Those buildings on the west side of the street house the servants and slaves. They reside on the upper floor, while the lower floor is used to process silk. Cooking and other activities take place on the ceiling. Each building contains 15 or so people—male and female, old and young. There is little of value in any of these buildings.

Those buildings on the east side of the road house guards and weavers. The weaving takes place on the lower floor, while the upper floor is where the guards, and weavers reside. There are 2–6 weavers (female orcs), three orc guards and one ungeren sub-chief in each. Other than what is carried upon the inhabitants, the only thing of value in these buildings is bundles of silk. At any time, the whole community has between 4–16 bundles, each worth 100–400gp.

SLAVES (These neutral creatures' vital stats are HD 1d4, AC 10, 2 HP each. They carry nothing and at best attack with improvised weapons.)

WEAVERS (These chaotic evil creatures' vital stats are HD 1d6, AC 10, 2 HP each. They carry nothing and at best attack with improvised weapons.)

ORCS X² (CE Medium Humanoid) HP 15 (HD 2d8+6), AC 13, Spd 30. Str 16 Dex 12 Con 16 Int 7 Wis 11 Cha 10. Perception 10. Intimidation +2. Scimitar +5 (1d8+2) or Heavy crossbow +5 (1d10; 100ft/400ft). SA Darkvision 60ft; Double move. They carry 1–6gp in jewelry.)

UNGEREN SUB-CHIEF (LE Medium humanoid) HP 43 (HD 5d8+15), AC 15, Spd 30ft. Str 18 Dex 12 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), morningstar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advan-

tage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. Challenge 3 (700 XP). He carries a chain coat, morningstar, dagger, and 2–20gp worth of jewelry and coin.)

Ungern are the spawn of the Horned God and as such, they resemble their sire. They have dark brown to red skin, and are bestial humanoids, hairless but for a mane that runs down their back, with tri-jointed legs, cloven hooves, clawed hands and a lupine head with large, curved horns.

The “village” produces a fine grade of silk and high-quality clothing. They harvest spider webs from a spider lair in the forest. The villagers try to trap any interlopers to be used as food for the spiders. Anyone entering the village wearing the proper ceremonial robes can move about unmolested. The robes are made of silk produced here. Several might have been found in the Slag Heap. The robes are purple silk with the color on the trim designating the rank of the individual. All the robes are purple with red, white, or black trim. White is the highest rank, red secondary, and black is the lowest rank. All others will be attacked and taken prisoner if possible.

SPIDERS NESTS

In the forest surrounding the ziggurat and village are large nesting areas for the spiders. The spiders' whose silk is refined are small normal-sized non-poisonous spiders. There are literally tens of thousands of them located in the woods about. The trees are covered in cocoons and strands of silk.

Amidst all these spider nests, though, are large guardian spiders. The spiders nest amongst the small ones but do not bother them. They do, however, attack any who enter into the nesting areas other than the slaves, weavers, and orcs. For every 10 minutes spent in the nesting area, there is a 1 in 4 chance of encountering 2–6 guardian spiders who attack mercilessly.

GIANT SPIDERS (unaligned L beasts): HP 26 (HD 4d10+4), AC 14, Spd 30ft/30ft (climb). Str 14 Dex 16 Con 12 Int 2 Wis 11 Cha 4. Perception 10. Stealth +7. Bite +5 (1d8+3 plus 2d8 poison plus poisoned, paralyzed /1 hr (Con DC 11 half); Web +5 (5/6, 30ft, hp 5, AC 10. Target restrained. DC 12 Str neg.). SA blindsight 10ft., darkvision 60ft., spider climb, tremor sense on web, immune to webs, poison, bludgeon and psychic damage, fire vulnerable.

THE CAULDRON

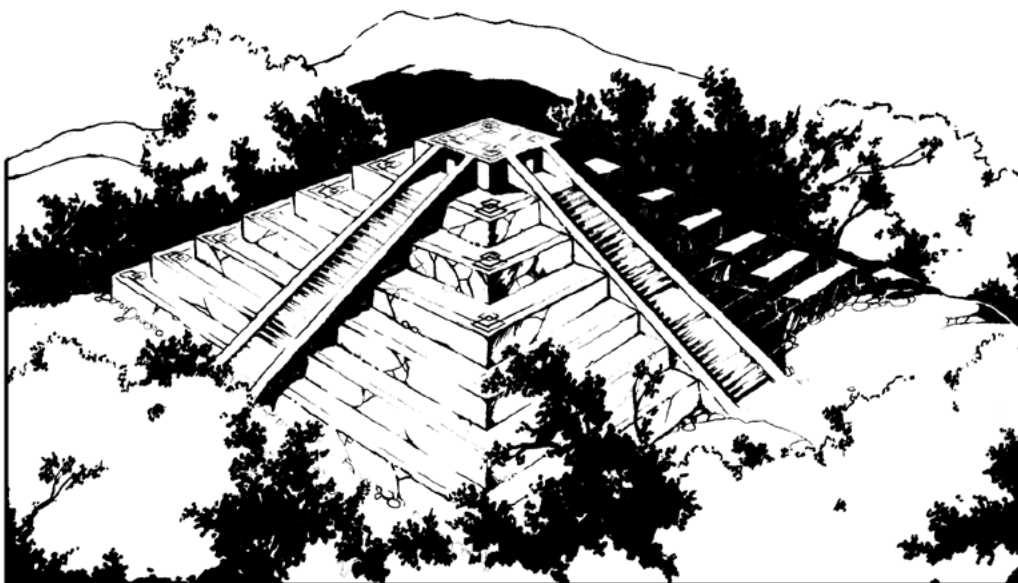
The top of a great ziggurat looms above the forest's canopy like a beryl moon gleaming silently in the night. It is a bulky and imposing edifice, a great blocky weight holding the forest in place. Bright blue tipped flames leap up from the ziggurat's peak and down the ziggurat's steep, ochre staircase as if a river of blue flames pours down from its top.

As one begins to approach the ziggurat, its seven tiers, each resting ponderously upon the other, slowly consume the horizon, so massive is this structure. Its sheer faces are all plastered with reliefs of garish faces and figures while its edges and corners have many a gargoyle and chimera peering down. At the very peak of the ziggurat is a great bestial relief of the Horned One, that dreaded and demonic creature who once ruled the world.

This ziggurat, the Cauldron, is the abode of the Witch Queen. Here reside remnants of the Horned One's armies and priests. Few in number, they are huddled together for safety, practicing their dark witcheries and dread rituals in an effort to bring the Horned One back to this world. The Cauldron has remained untouched through the ages, but has fallen into disrepair since the fall of the Horned One. Yet, despite this, through the machinations of the Witch Queen, her superiors and servants continue unabated, if somewhat less effective.

There are five methods of entering the ziggurat. The most obvious is from the front, up the face of the ziggurat. There is also an entry at the ziggurat's back, but only servants of the lowest type, such as goblins, use that entrance. Two entries are located on Level Six, Area 55 on the front of that tier. The final is in a secret room accessed only through the Witch Queen's personal chamber.

The exterior of the Cauldron consists of seven tiers, each 20 feet in height. Each is also smaller than the other such that the uppermost tier is but 70 feet across. On top of it all is a 40-foot-tall square altar with two gigantic braziers on it, with bright blue flames in the braziers licking up toward the sky. On each level of the ziggurat, on each corner, there are braziers that burn with blue



flames. Likewise, every 10 feet on the steps are small platforms upon which large brass bowls rest, each alight with flame. The vast majority of the ziggurat is plastered over in a light bluish plaster. Upon this are etched, drawn, and occasionally in bas relief many pictographs of ancient and forbidding deities. The place is altogether evil, and only the most naive of individuals will not notice it as such.

All the braziers on the ziggurat are tended to by the goblits, who act as the Witch Queen's servants. There are vast stores of oil stored in the lower levels of the ziggurat that are used for this purpose. Goblits are generally swarming all over the place, fixing things and bringing food, tools, drink, and others items around the edifice. They do not give heed to anyone who approaches them other than their taskmasters. They only attack if attacked and cornered; otherwise they try to run away if threatened.

The interior of the ziggurat is, for the most part, plastered over and painted with many murals depicting battles, inaugurations, and important religious events. Each tier has a different theme to it that is described at the beginning of that tier's description.

Those portions of the temple that do not have plaster over the walls are in the goblin quarters and their domains within the complex, as well as the ungeren barracks and their domains within the temple. The different types of walls and other features are described below.

STONE WALLS: Most of the interior walls in the ziggurat are five feet thick. All the blocks are granite and so tightly placed that no mortar holds them together (so tight that not even a piece of paper will slip between them).

PLASTER AND STONE WALLS: These walls are covered with a plaster. They are old, cracked, chipped, and broken in many places. Murals adorn the plaster walls as detailed in the appropriate sections. They are easy to break though, requiring a strength check at DC 10.

TAPESTRIES: These ancient and thick tapestries cover only a few walls and spaces in the lower portion of the ziggurat. These are rotting and very dingy, but have held up remarkably well for being several hundred years old.

METAL GRATES: Most of these grates are rusted and easily broken. A successful strength check is required to break the hinges. Ripping the studs from the wall requires a strength check with a DC 15.

CONCEALED AND SECRET DOORS: There are many concealed and secret doors located throughout the complex. Their difficulty classes for locating are described with rooms or corridors into which they open.

COMBAT CONSIDERATIONS: Many areas of the complex are small and cramped. Any corridor is five feet or less in width, and the spiral staircases are so small as to impose a -2 on to hit rolls with weapons over three feet in length.

WANDERING MONSTERS

The temple is a thriving and active community, and as such, it has a constant flood of creatures coming and going. Encounters are high, though not always deadly, as any characters wearing the appropriate robes can pass as visitors. The Castle Keeper should use discretion with each encounter. Encounters are checked every 4 hours. On a roll of 1 in 8, an encounter occurs. Castle Keepers should feel free to change that to 1 in 10, or even 1 in 12, depending upon how many encounters they need or desire. Roll d20 in table below for type of encounter.

TABLE 2: WANDERING MONSTERS

D20	ENCOUNTER
1-4	Goblits
5	Goblin warrior/messenger
6-7	Ungern guard (1-4)
8	Priest (1-3, of 2 nd or 3 rd level)
9	Dog (1-2)
10	Troll
11-12	Orcs (1-6)
13	Darkmantle*
14	Imp**
15-16	Giant Rats (2-20)
17	Farkin, Escaped Slave
18	Emissary of Aufstrag†
19	Spy from Ludensheim††
20	A Grig†††

* Only 1 Darkmantle can be encountered. The creature wandered in here some months ago and has sustained itself by devouring goblits.

** Several of these haunt the temple complex. They are not servants of the Witch Queen, rather they have lived here from many centuries and keep themselves hidden. The characters may illicit their interest.

***Farkin is quite mad. He has spent the past year in the pits of Festung Akt, the subject of horrible tortures by the lords of that fell place. He remembers little but his name, that he comes from the south, and where Festung Akt is. He will attach himself to the party if they are kind to him and will guide them to Festung Akt if they ask (see **A5 The Shattered Horn**)

† A 3rd level knight from Aufstrag coming to investigate or discuss matters with the Witch Queen. This encounter should happen only once.

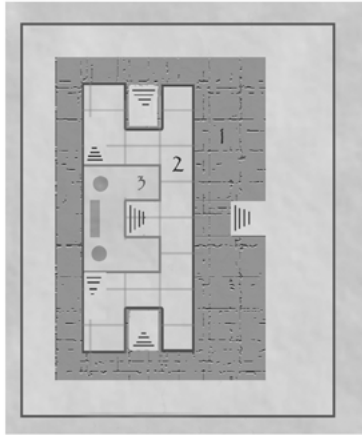
†† Spy from Ludensheim hired by one of the guilds (Castle Keeper's choice) to spy on the Witch Queen. He will not reveal anything to the party about where he comes from, though he will help them if needed. He reports back to his masters when he can make his escape. He has priestly robes.

††† This grig was captured by one of the ungeren, and it has recently escaped. It can't find its way out of the temple.

LEVEL 1 THE PINNACLE

AREA 1: ZIGGURAT SUMMIT

A dizzyingly narrow set of thick, steep, granite steps, painted ochre, lead up to the ziggurat's pinnacle. For each dozen steps, there is a small landing on which sits a large brazier filled with dancing blue flames. The steps are etched with thousands of hideously shaped pictographs and iconographs painted in faded but garish colors. Black lichen and green mosses cling to most every surface, giving on the whole a sense of preternatural decay lingering over the edifice.



Level 1

faces cover the panels of the sanctuary highlighted by red light spilling out of three portals along its front.

Atop the sanctuary is a horrid statue of the Horned One's ghastly head, with his horns twirling wide and coming together in a platform on top of it all. Up the maw is a nearly vertical set of steps ascending to the terrace, ending at an alabaster dais at the side of which are two massive braziers burbling with blue flames.

Four ungeru sub-chiefs are guarding the entry to the sanctuary. There are three portals through which one can enter the ziggurat. Any and all coming up these steps should be wearing the purple vestments or robes denoting membership in the Witch Queen's retinue. If anyone ascends the stairs that is not wearing the robes, the ungeru attack. There are four more ungeru armed with longbows just inside the sanctuary that aid those outside.

If the guards are approached by those who are in robes, they step aside and allow entry into the sanctuary, but only if they enter the correct portal, as each is dedicated to a particular rank. The color on the trim of the robes designates the rank of the individual. All the robes are purple with red, white, or black trim. White is the highest rank, red secondary, and black is the lowest rank.

As the pinnacle is attained, four muscular, hairy, brutish-looking humanoid position themselves on the topmost steps. They wear coats of chain that shimmer blue, highlighting their protruding jaws, large tusks, and curved horns that dangle with silver and gold loops and beads. Each carries menacingly gleaming bardiches. Behind them is the uppermost tier of the ziggurat. Large, vivid frescoes of demonic

Those wearing robes with white trim should enter the center portal and descend the center shaft. This is the noble and guest entry. Those wearing black robes with red trim should enter the portal to the right. This is the entry for members of the priesthood. Those wearing robes with black trim should enter the portal to the left. This portal is usually for servants. Ungern are allowed through any portal and anywhere in the ziggurat.

As those in robes approach, the ungeru step aside in a particular manner, depending on the type of robe worn. If everyone is wearing a robe with a white collar, the ungeru split and stand to either side of the center entry, weapons held low. If there is a mixture and one has a white collar, they also stand to either side. If all have black trim, they move to the east portal; and if all have red trim, they move to the west portal. If there is a mixture of black and red, two go to the left portal and two to the right portal.

If the characters act suspiciously, the ungeru watch them closely but do not act unless anyone enters a portal he should not. If anyone enters a portal that is forbidden to him, the ungeru move to intercede. If the characters offer any resistance, the ungeru attack them. Initially, this is with the intent of subduing the characters, but if significant resistance is offered, the ungeru try to kill them.

UNGERU X 4 (LE Medium humanoids) HP 16 (HD 2d8+6), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, scimitar, dagger, and 4–40gp worth of jewelry and coin.)

AREA 2: SANCTUARY

Beyond the portals are three narrow apertures with steps leading down. The central staircase is flanked by two large brass braziers with red flames leaping out, coating the room in a flickering ochre light. At the far ends of the room are two smaller alcoves, each with two ungeru guards sitting in them, their mail glowing blue and their eyes gleaming malevolently.

The chamber atop the ziggurat is rectangular with a flat roof constructed completely of stone; three portals face the steps. Inside the chamber are two alcoves with two ungeru guards in each. They are armed with bows and are here to help those in Area 1 above. Two large braziers are placed to either side of the central staircase. They are lit.

Each portal has a staircase. There is a large, faded, colored face carved into the stone above each portal. Each is colored in a specific manner with white, red, and black. These correspond to the staircases one should descend depending on the color of the trim on the robe. Should someone enter the wrong staircase, the guards confront him or her.

LINGERN X 4 (LE Medium humanoids) HP 17 (HD 2d8+6), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, scimitar, dagger, and 4–40gp worth of jewelry and coin.)

AREA 7: SACRIFICIAL ALTAR

Nearly vertical, narrow steps ascend to the ziggurat's peak in the middle of a terrifying visage of the Horned One. Atop is a large black stone slab resting on a pedestal and two massive copper braziers blazing with blue flame.

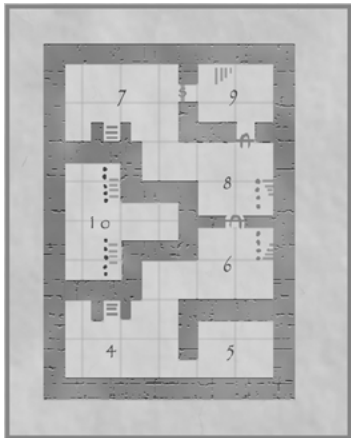
This is a sacrificial altar made of basalt. The walls around the steps are carved with many pictographs of the Horned One in varying states of "soul consumption." Characters moving up these steps are stricken by the images and may be unable to ascend of their own free will. Characters must make a charisma check when moving up these steps. Should they fail, they cannot continue moving up the steps of their own free will. Further, should the Castle Keeper care, if the charisma check is failed by 10 or more, the character becomes so fearful, he leaves the ziggurat and is not able to return for 24 hours.

There is a groove running down the center of the slab of stone and into the floor beneath it. It leads to a point at the top of the stairs where a large bowl has been carved into the rock of the temple. These grooves are for blood that pools in the bowl.

LEVEL 2 THE TEMPLE FOYER

AREA 4: GOBLIN ROOM

Steep, greasy, narrow steps covered in mold and grime descend down into the ziggurat's bowels. Sputtering torches light the way, revealing timeworn pictographs adorning the walls and even the ceiling. Depicted are many a battle and the gory rituals of sacrifice that befell those who succumbed to the Horned One's armies.



Level 2

The steps end in a small room with a low roof and a stone shelf running along the entire wall. Dozens of small, toothy goblins their putrid green skin pockmarked with boils and festering wounds, wearing nothing but sackcloth girdles sit around while chattering to one another in their reprehensible tongue.

The goblins are sitting on a stone shelf about five feet off the floor. Several small wooden ladders lead up to

the shelf. There are two portals leading out of the room. In the center of the room is a crockery basin upon a short wooden pedestal. A table is placed against a wall with 10 wooden mugs on it. Pegs line the northern wall, and several cloaks with black trim are hung there.

The goblins are the Witch Queen's thralls and do nothing but what she bids. In this case, they are simply here to serve other servants. The goblins will fill the mugs with water, take cloaks and robes and hang them up, and help anyone undress should they need it. However, they only do these things if asked, and unless someone speaks the Dark Tongue, they cannot be communicated with.

They do not attack anyone nor will they scamper off to tell anyone that someone is in here. The only exception is if the goblins are attacked. In this case, they run to Area 5 and escape down to the lower parts of the ziggurat and closer to their abodes on Levels 6 and 7. Still, since they are used to being beaten and treated poorly, they will tell no one of the characters other than other goblins.

GOBLITTS X12 (These chaotic evil creatures' vital stats are HD 1d4, AC 10, and HP 2 each. If pressed to attack, they can do so with a single claw for 1–2 damage, +2 to hit. They carry nothing.)

AREA 5: GOBLIN DESCENT

This cramped room reeks of rotting foodstuffs. In the center of the room there is a large silver bowl sitting upon a pedestal. It is filled with fresh and not-so-fresh foodstuffs. Several pegs, both high and low, are located on the walls. Many cloaks are hanging from them. Murals of elves fleeing from hordes of goblins adorn the plastered walls.

This room is used for donations of foodstuffs to feed the crawler in the pit located on Level 7. The goblitts collect the food once a week or so to bring down there. This is a ceremonial act only, as the food from here is only a small morsel for the monster below. The bowl is worth 150gp.

There are 12 servants' cloaks in the room hanging from pegs. In one of the cloaks is a flute left here by accident. The flute, if played correctly, can be used to charm 1–12 goblitts into doing something they would otherwise not do. However, they will not attack anyone but merely disobey rules they should be following or do something they would otherwise not do. There is a music sheet in one of the priest's quarters located on Level 6 in Area 53G. Without this music sheet, the flute plays as any other.

GOBLITTS X 1-12 (These chaotic evil creatures' vital stats are HD 1d4, AC 10, and HP 2 each. If pressed to attack, they can do so with a single claw for 1–2 damage, +2 to hit. They carry nothing.)

AREA 6: SERVANTS' DESCENT

Before you is a small angular room with several stone bench seats along the walls and a large stone pedestal in the center of the room. On top of the pedestal is a wide and shallow silver basin. The murals along the walls depict the coming of winter in a desolate and barren landscape. The winter is being ushered in by a dragon breathing snow and ice.

This room is for servants to wait in before descending to the lower levels. The basin has water in it that is chilly to the touch. Any water withdrawn from the bowl freezes within 5–10 seconds. It then proceeds to melt normally. The bowl is worth 5,400gp to a collector, but it may be difficult to sell, as it contains inscriptions upon its bottom that are odes to the Horned One. The bowl holds 10 gallons of water. The water must sit in the bowl for one hour before it acquires the ability to freeze. It is three feet wide and one foot deep.

AREA 7: ENTRY ROOM

The stairs end in a long room with several chairs and lit braziers in it. Two emaciated, unctuous humanoids with greasy green skin, broad fleshy noses, and wide mouths full of tooth and fang stand by the door. They are dressed in white cloaks and stand with their eyes cast downward. On the far wall are pegs with cloaks hanging upon them. Murals of a host of dragons descending from some black fortress adorn the walls.

This room has two orc servants in it at all times. These are usually female orc servants who do whatever is requested of them. If food or even water is requested, one orc will shuffle off to retrieve some. They will enter Area 9 through the western secret door and get water or food there. If there is not enough water or food available, the servants must descend two levels to retrieve more, so it could take a while to do so. The cloaks on the wall are clean, and the characters can change out if they so choose. The secret door in the wall cannot be opened from this side and is virtually undetectable. Searching checks are made at a DC 20. Should anything unusual happen in here, the five ungeru guards in Area 9 will come out and challenge the characters.

ORC, FEMALE X2 (These lawful evil creatures' vital stats are HD 2d8 (10 hp), AC 12, mv 30'. They attack with improvised weapons or knives +2 (1d4). SA Darkvision 60ft. They carry nothing.)

AREA 8: DESCENT CHAMBER

This is a small room lit by several lanterns. At the far end is a staircase leading down. There are 12 individual stone seats protruding from the walls with iconography of various malevolent deities engraved upon them. Beside each there is a peg in the wall. In the center of the room there is a large pedestal in the shape of a grapevine, upon which rests a broad silver bowl.

This room is nothing more than a waiting area for those who have business below. As the ziggurat receives few visitors these days, the room is rarely used and most of the seats are covered in dust. The iconography on the back of the seats each represents one of the 12 servants of Unklar. When anyone sits in a seat and intones the name that the iconograph represents 12 times, they receive a blessing of sorts. Any task performed at the behest of another is done so much better than it would otherwise be performed. The character must be obeying an order or command and they should receive a +3 to any check or die roll associated with that task. This includes all attribute checks, to-hit rolls, damage, saving throws, etc. The effect lasts 12 hours. A peculiar side effect to this condition is an increase in any damage a character receives. When struck, excessive bleeding occurs and the character will lose 1 hit point per round thereafter until the wound is healed by magical means or bandaged. Bandaging only slows the blood loss and the character loses 1 hit point per turn. Hit point loss only occurs while under the effects of the dweomer.

The silver bowl on the pedestal contains wine. The bowl itself is magical and produces wine constantly such that the bowl is always full. The wine is a deep dark burgundy color with an acrid smell to it. It tastes poor but has high alcohol content. The wine also has the ability to heal 1–4 hit points of damage to anyone or thing of lawful or evil alignment who drinks of it. For those with chaotic or good alignments, they suffer 1–4 hit points of damage. The wine does not affect neutral characters. The bowl is worth 4000gp. It holds 10 gallons of wine and refills to the brim once it is drawn from. The bowl will only do this while on a pedestal that has been dedicated to the god of wine as this pedestal has been. Further, if removed from the pedestal it is currently on, it will only produce a good wine but with none of the healing or damaging capacities described previously. The latter are special incantations placed upon the bowl ages ago. It is three feet wide and one foot deep.

AREA 9: SPY CHAMBER

Sitting at a table in the center of the room are four, large hairy brutes sheathed in shimmering blue mail and bristling with arms. These beasts are ready for battle. Their tusks are adorned with metal tips and their hairy manes bristle with the anticipation of battle.

This Spartan room reveals the cold gray stone of the temple's construction, as there are no murals covering the walls. A long narrow table with high backed chairs around it fills the central portion of the room. It is heaped high with foodstuffs, tankards, and several small barrels. A brazier casts a red flame over much of the room. A rack of weapons leans against the far wall, and several crates full of arrows sit on one side of it, while shields are piled on the floor in front of it.

This room is used by the ungeru guards for rest while on duty above and keeping a watch on those who enter and leave the complex through this area. There is a door on the west side of the room with a peephole in it. It looks into Area 7. Those on the other side of the door do not know the door is there of course, but from in here it is easily seen. A small metal

plate covers the peephole. One peers out through the eye of a dragon on the other side. The door cannot be opened from the other side.

The table is piled with foodstuffs, mostly meats and not well cooked at all. There are also several small barrels of beer, some crockery and a deck of crudely made cards. The weapon rack has six spears, five long swords, six maces, three long bows, and two large ranseurs on it. There are 500 arrows in the crates. There is also a small wooden board painted with multicolored hexagonal spaces and upon which are placed 12 pieces of wood in the shape of various beasts. This is a game the unger play to keep themselves occupied. If sold to a reputable dealer of rare items, this game may be worth 700–1200gp.

UNGERN SUB-CHIEF (LE Medium humanoid) HP 43 (HD 5d8+15), AC 16, Spd 30ft. Str 18 Dex 12 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), bardiche +6 (1d8+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. He carries a +1 chain coat, bardiche, dagger, and 200gp worth of jewelry and coin.)

UNGERN X 4 (LE Medium humanoids) HP 16 (HD 2d8+6), AC 16, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, morningstar, longbow, dagger, and 4–40gp worth of jewelry and coin.)

AREA 10: ENTRY FOR NOBLES

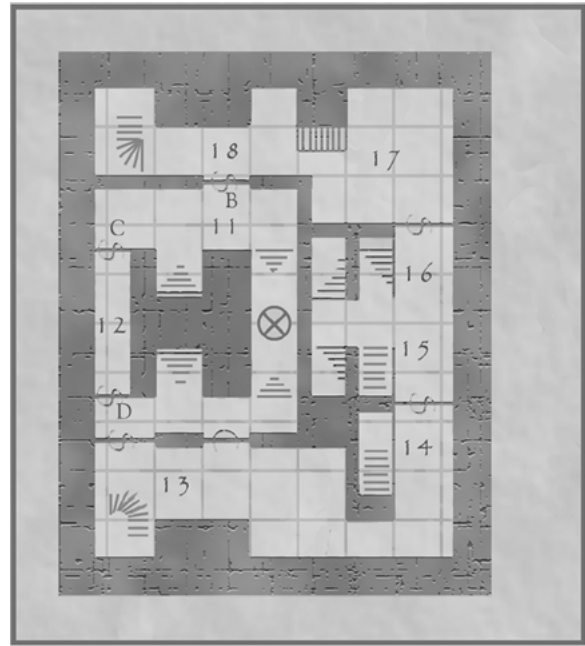
The stairs descend onto a broad landing with more stairs leading down to both the right and left. The wall to the north is seated with a fresco of a grinning demon upon a throne surrounded by many hundreds of small worm-like creatures.

This is the entry foyer for nobles. There is a large statue against the north wall. It has a magic mouth in it that intones a challenge and welcome to all newcomers. A large gold candelabrum hangs from the ceiling with candles wafting a relaxing incense.

LEVEL 3 SERVICE LEVEL

AREA 11: FOYER

The stairs continue down. They are well made and covered, from one end to the next, with icons and glyphs of ancient make. There are murals on the wall depicting a great storm of snow and ice coming from the sky and with it a great host of blue clad warriors marching to war.



Level 3

This is simply a continuation of the nobles' descent.

AREA 11A: STATUE

Two sets of steps, facing each other, lead down to a landing below. Overhanging this landing is a massive statue of a double-sided head looking down upon those on the steps. It hangs like a chandelier above those who descend, foreboding doom to any who pass beneath it. The head is strange in that there is a single eye and nostril but it has many mouths. A dozen horns stretch up to the ceiling acting as anchors holding the bust in place. As one descends the steps, the great eye moves, peering over you, the nostril flares a bit, and the mouths begin to open and close, smacking stone lips.

This is a large two-sided bust of the Horned One. It is also a guardian that is alive and recognizes those who do not worship the Horned One who attempt to pass through here. There are manners in which to disguise this fact: the robes, doing the correct blessing, etc. If any good-aligned character or those who do not attempt to disguise themselves walk down these steps, however, the mouths begin asking questions such as "Who are you?" and "What do you here?" and then saying loudly "Go no further!" and finally "Enjoy the pain below!" and then as they step on the landing below a mouth underneath the statue booms in a violent and deep voice that resonates far and wide, "Your sacrifice will grow the blood Pools of Unklar!" This latter instance attracts 2–4 orc guards from Area 18 and 1–4 orcs from Level 4, Room 23. The latter ascend the steps, while the others approach the interlopers directly.

AREA 11B: SECRET DOOR

There is a mural here of a knight with a blank face holding a massive shield with the symbol of Unklar upon it.

This secret door is covered by the shield on the mural and is opened by simply pushing the symbol on the center of the shield.

AREA 11C: SECRET DOOR

The mural here is of a castle wall with a banner hanging upon it while an army lays siege to it.

Pressing on the banner causes the door to open. The entire castle wall is the secret door and it swings inward.

AREA 11D: SECRET DOOR

There is a mural of a demonic creature opening a gate to the pits of Aufstrag here.

This door is opened by pressing on the orb of fire that is the gate to the pits. It swings inward.

AREA 12: CORRIDOR

Beyond is a cramped corridor with a very low ceiling barely reaching the height of a small dwarf. It is completely unadorned and empty.

This hall was once used for servants to move quietly back and forth. Almost everyone in the complex has forgotten about this corridor. The floor in here is dusty and has no tracks. The corridor is unlit and littered with old decayed torches. There are also some old gold platters, rotted cloaks, and several small lamps on a shelf. There are oil casks here, but they are empty. There are eight gold platters that are worth 10gp each.

AREA 12: STORAGE CHAMBER

This chamber is crawling with small, green, naked goblinoids heaving loads and moving equipment to and fro. This long narrow room is bathed in the bluish light of many lamps placed in nooks along the walls and dangling metal chandeliers. Piles and racks of lanterns, braziers, lamps, torches and candles are spread out along the walls. In a far corner are a dozen wooden casks, stacked neatly together.

This room is for storage of lighting material and other related sundries. There are several large drums of the oil used throughout the complex. The oil in these casks produces the bluish flame found in many areas of the complex. There are some food scraps, broken plates, and utensils scattered on the floor. There is a rack with many torches on it, a table with several tinderboxes and matches, and a stack of ladders of all shapes and sizes. A set of steps at the end of the room spirals down into darkness below.

GOBLITT X 20 (These chaotic evil creatures' vital stats are HD 1d4, AC 10, and HP 2 each. If pressed to attack they can do so with a single claw for 1–2 damage; +2 to hit. They carry nothing.)

AREA 12A:

This is a door with a small peephole in it.

This secret door is visible in here and opened by pulling a handle on the right side. There is also a peephole that looks out in the corridor.

AREA 14: EXIT

This hallway is littered with the detritus of hundreds of goblitts tramping back and forth. A door lies at one end of the room and stairs lead up.

There is a secret service door here set into the wall.

AREA 15: EXIT

Two large swaggering unctuous creatures stand here with their arms akimbo and their bulbous eyes glaring menacingly. Their elongated muscles and bony protuberances set oddly against their massive fleshy heads and fang infested mouths.

This room is narrow, with murals of giants attacking an army of elves covering the facing wall. The walls here are plastered and covered in murals. The center wall (dividing rooms 15 and 16) is made of wood and plastered over. All listen checks through this wall are at +10. The two creatures are trolls.

TROLL X2 (CE Large Giant) HP 84 (HD 8d10+40), AC 15, Spd 30ft. Str 18 Dex 13 Con 20 Int 7 Wis 9 Cha 7. Perception 11(+1). Battle axe +7 (3d8+4), claws +7 (2d6+4), bite +7 (1d6+4). SA darkvision 60ft, enhanced smell (advantage on smell-based checks), regenerate (10/rnd; acid attacks neg.)

AREA 16: EXIT

This room is identical to 15.

AREA 17: GUARD ROOM

There are several large racked beds and a table in here. At the table, one compact, hairy brute with a potbelly stands, cleaver in hand, slicing huge slabs of meat. Behind it, a fire burns in a wide metal stove, and dangling from hooks along the ceiling are slabs and chunks of bony meat.

The walls to this room are stone. This room contains several beds and some arms, a table, and some meat hanging on hooks-uncooked meat. This is where the guards stay on this level. There is usually an unger captain of the guard in here. The secret door is for access to the entry chambers. It has a peephole.

UNGERN CHIEF (LE Medium Humanoid) HP 51 (HD 6d8+18), AC 15, Spd 30ft. Str 18 Dex 14 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), long-bow +4 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), command (grant bonus action for attack to other unger who strike foes), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. Challenge 4 (700 XP)

AREA 18: ARMORY

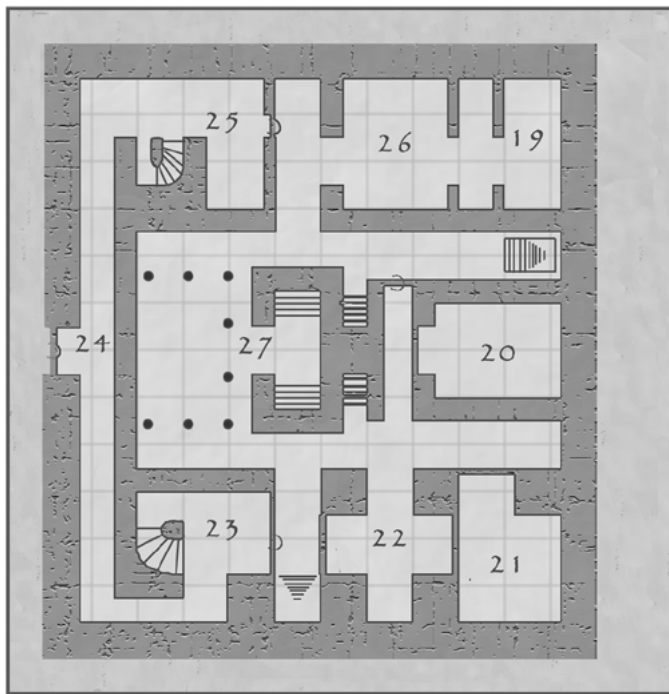
This long, bare room contains a series of weapons racks against the west wall. There is one rack for pole arms, another for maces, another for swords, and another for long bows. Three tubs of arrows sit next to the bow rack. At the north end of the room, there is a small table with several torches sitting on it.

This is one of the weapon rooms for the unger and orcs. The spiral staircase is made of stone and extends to the depths of the ziggurat with an exit on each floor. The secret door shown in the map is secret only from the other side. It is clearly visible here. There is also a working peephole in the door.

LEVEL 4 THE CHANCEL

AREA 19: VESTMENT STORAGE

This room has many shelves and boxes piled in it. One wall is entirely devoted to racks of vestments and ceremonial robes. The shelves are stacked high with brass candleholders, candelabra, candlesnuffers and other items of similar ceremonial nature.



Level 4

The vestments and robes are for servants. Those towards the rear of the closet are very dusty. There are several stark white silk robes at the very rear of the closet, and unless the closet is searched, will not be found. These robes were used for ceremonial purposes by the high priestesses of the past and placed here, quite accidentally, by the goblitt servants. If the robes are worn, the characters will be given away immediately, as everyone at the ziggurat knows full well that only the high priestess can wear all white, and she only does so on holy days. There are six of these robes, and if sold to the correct dealer,

can fetch 1,000–6,000gp each. Selling them may also attract unwanted attention, especially if sold in the nearby city of Ludensheim.

There are 10 crates in the room. All but one contains more brass or tin ceremonial goods packed in hay and cloth. One crate contains gold ceremonial goods. There are six candleholders worth 50gp each, a candelabra worth 150gp, an incense ball worth 500gp, and a wickedly curved golden blade. The blade is a ceremonial one and was once used for sacrifices atop the ziggurat. It is called a *heart finder*.

HEART FINDER: These blades were created long ago for use in sacrifices and were designed and enchanted to make those sacrifices go much more efficiently. They come in many shapes and sizes but each has an inscription that says, “Seek the Heart” in the Dark Tongue. The blade is only useful against prone and defenseless opponents (asleep, knocked out, completely unaware, tied down, etc). One holds the blade above such an opponent, intones the words “Seek the Heart” and the blade will go for the heart as soon as the character swings. (The heart finder receives advantage on attack rolls and scores a critical hit against all prone and defenseless opponents. The blade causes 1d6+10 points of damage a round until pulled out. Pulling it out causes an additional 1d6+10 points of damage. The blade is thoroughly evil and if a good-aligned character touches it, they suffer 1d6 points of damage each round, and cannot put it down unless they succeed at a DC 15 Wisdom save. In the hands of a neutral character, this blade simply will not function at all, save as a normal sword.)

An enraged imp lives in the back of this room. It was once the familiar of a priestess. That priestess has long since died, but the imp remained loyal to her and now resides near the only remaining earthly presence of the priestess, a white robe. It does not attack or in any way molest the party unless the robe the priestess once wore is handled. The imp uses all of its abilities to dissuade anyone from doing anything with her cloak, short of directly fighting them. If the robe is removed from where it is, the imp follows and molests the party from a distance, awaiting a moment to reveal the party to guards or other servants of the Witch Queen. This latter should be done at a very inopportune moment for the party or the particular character that has the robe.

IMP (LE Tiny Fiend) HP 10 (HD 3d4+3), AC 13, Spd 20ft, 40ft (fly). Str 6 Dex 17 Con 13 Int 11 Wis 12 Cha 14. Perception 11 (0), darkvision 120'. Deception +4, Insight +3, Persuasion +4, Stealth +5. Sting +5 (1d4+3, plus 3d6 poison (Con DC 11 1/2)). SA Devil's Sight (see through magical darkness), Shape shift (action; Rat, Raven, Spider), Turn Invisible (action), Magic Resistance, Damage resistance to Cold, Bludgeoning, Piercing, Slashing from non-magic, non-silver weapons resistance. Fire and poison immunity.

AREA 20: COMMUNAL CHAMBER

Beyond the doorway lies a wide and long room with lavender walls covered in a half-a-dozen small tapestries. Resting in the center of the room is a long oaken table

surrounded by two-dozen dark oak chairs. Upon the table are heaps of freshly cooked foods and not-so-fresh half eaten foods. Many goblitts are scampering around the table, picking up and cleaning up. A large, man-sized gold statue of the Horned One sits at the end of the room.

This dining area is solely for the use of priests and the record keepers. The food is constantly being changed, with rotten and half-eaten material being taken away at a fairly consistent pace and being replaced by fresher foods. The goblitts do all of this and are moving in and out of the room most of the time. The only time this room does not have food in it is late at night to early morning. There are several large barrels of beer in here as well. The food is fairly good as it is made for humans. The gold statue of Unklar is not entirely gold. It is gold plated soapstone. A close inspection will reveal chips and gouges in many places that reveal a soapstone interior.

There is a chance some priests or scribes will be encountered in here. A one on a d10 indicates the presence of 1–4 priests or scribes. Also, for every 10 minutes the party is in here, roll a d10, a one indicating the arrival of 1–2 priests. All the priests will recognize the party as interlopers if they are not dressed appropriately. Even so, after a few questions as to their purpose they will be revealed as interlopers. In some cases, the priests try to act normally and warn others of the characters' presence after they are out of harm's way. Other priests may not be so careful and call for help immediately.

ACOLYTE PRIESTS (LE human clerics) HP 9 (HD 2d8), AC 10, Spd 30ft. Str 10 Dex 10 Con 10 Int 12 Wis 14 Cha 12. Perception 12 (+2). Medicine +4, religion +2. Sv: Wisdom +4. Staff (1d10). SA Spells: (Save DC 12, Spell attack +4; Cantrips: light, sacred flame, thaumaturgy; 1-level (3 slots): bane, cause wounds, sanctuary). They carry leather armor, staves, and 2d6gp worth of jewelry and coin.)

SCRIBES (LE human commoners) HP 4 (HD 1d8), AC 10, Spd 30ft. Str 10 Dex 10 Con 10 Int 14 Wis 12 Cha 10. Perception 13 (+1). Arcana +4, medicine +3, religion +3. Sv: Intelligence +4. They carry nothing of value.)

AREA 21: CHAMBERLAIN'S RESIDENCE

The door opens onto a dingy room cluttered with junk, do-dads and bric-a-brac. Beneath all this clutter are a large desk and chair, a sumptuous though dusty and unmade bed, and a night stand cluttered with books, papers, quills, and other odds and ends; and there is a bureau in here as well. The walls are covered in tapestries.

This is the room of the head record keeper and chamberlain, Garrulus Sump. The Castle Keeper should decide where he is when or if the characters discover this room. He keeps track of all the comings and goings at the complex, ritual processions, trade goods, important dates, and things of this nature. He can recall a great many facts about the temple due to a prodigious memory and knack for object – fact association. This partly

explains his room. Garrulus has accumulated a great many items, both mundane and extraordinary, to jog his memory regarding certain events or to recall important dates. It is an oddity for sure. He cannot remember a date without the object, but can remember where the object is that will allow him to remember the date. This can be a problem.

The room is littered with junk. Every open space is literally covered in bric-a-brac. Most of the items are mundane, if not downright common, such as a unique spoon with a letter on it, some small statuette; a chunk of crystal, a ball of cloth, a saucer, a cutting from a rose bush, a small wood box, some candles, and other similar items. There are some interesting items, but of no particular value as well. These include an old miner's lamp, a small rent helm with a nose-guard, an ornately carved wood candleholder shaped like a dragon, a large multi-colored candle, and an extremely large pinecone. These items should suffice to keep curious characters interested and busy for some time. There are some real treasures in here, but they will take some searching to locate.

There are hundreds of pieces of paper with writings and scribbling on them and dozens upon dozens of scrolls. Most of the paperwork in here references rituals and how they should be performed. Many are wrong or dated incorrectly, all the correct ones being located in the vaults below. The others are records of visitors, contracts, lists of soldiery, weaponry, etc. All of this is very mundane. There are however, three pieces of vellum on the desk underneath a pile of papers. The writings upon them appear to be mundane. This is but an illusion, for the vellum pages are actually magical scrolls. The illusory writing can be dispelled by pouring cold water over the vellum or casting a *dispel magic* upon it. The spells are *invisibility*, *enhance attribute*, *sphere*, and *scrying*.

There is a birdcage hanging from the ceiling. Be sure to point this out as nonchalantly as possible to the players. Close inspection reveals that there are many small, hollow glass tubes with holes in them crisscrossing the interior of the birdcage. Attached to the outside of the birdcage are two silver rods, one slim and one thick. Each is five inches long. If the cage is closed and the metal rods struck against one another, a tiny air elemental is summoned in the cage. It cannot leave the cage unless the door is opened. Striking the two rods together does not produce a sound audible to anyone except elves. The creature weaves in and out of the glass tubes, making an odd and eerie music. If the metal rods are struck twice, a small air elemental arrives; thrice brings a medium elemental, and four times brings a large elemental. All are locked in the cage, and each makes music particular to their size. One must be within 10 feet of the object for it to work. Only one elemental can be in the cage at a time. One can let the elemental out. If this is done, it attacks the nearest sentient being. If the door is open, innumerable elementals can be summoned, but only once every 10 minutes. The item is priceless. It is also large, being perhaps two feet high and one foot in diameter. It is easily broken, and once even a single glass tube is cracked, it will no longer work.

The bureau is ornate and has several dozen cloaks, pants, shirts and socks in it. Much of the clothing is piled on the floor. It is

all dark in color. At the bottom of the bureau, beneath some socks and other dirty clothing is a cloak that appears rather plain compared to the rest. Upon opening it up, a shimmering red silken lining is noted. This is a *cloak of etherealness*.

Underneath the bed are many items one might expect to find such as clothing, a book or two, some dust, bits of food, a shoe, some coins, and other bric-a-brac. There is also a special marble beneath this bed. It is called a Troll's Eye. The eye of a troll was placed inside a glass ball. It could not regenerate, as the body has nowhere to grow to, but the eye still looks out. There are only two ways to break the glass marble. The first is to cast *dispel magic* upon it and then strike it with a hammer whose head is made of glass. The other manner is with a tuning fork. Should a tuning fork ever be used within 30 feet of the marble, it has a 20% chance of breaking. If the marble shatters, the troll's eye rolls out and begins to regenerate. Otherwise the marble allows the handler to use it to hit any other item made of glass within 50 feet. All the wielder must do is decide what it will hit and it will.

One of the drawers in the desk has a secret compartment at the end of it which contains 150pp.

The chamberlain, Garrulus Sump, is a tall, thin man with beady eyes, a greasy beard, stringy hair, sunken chest, and flaring nostrils. His breath is wretched, and he knows it. He gets a perverse pleasure out of getting real close to someone's face while talking to him and using his long bony fingers to poke and prod those he does not like or intends to belittle. He is absolutely loyal to the Witch Queen, as she supplies him with potions that extend his life span. He is also a thoroughly despicable human being.

GARRULUS SUMP (LE human cleric 5) HP 27 (HD 5d8+5), AC 13, Spd 30ft. Str 10 Dex 10 Con 12 Int 13 Wis 16 Cha 13. Perception 13 (+3). Medicine +7, persuasion +3, religion +4. Sv: Wis +5. Staff +4 (1d10+2). SA Channel Divinity (bonus action, spell slot to deal +3d6 staff damage). Spellcasting (Save DC 13, +5 attacks): Cantrips – light, sacred flame, thaumaturgy; 1-level (4 slots) – cause wounds, guiding bolt, sanctuary; 2-level (3 slots) – hold person, spiritual weapon; 3-level (2 slots) – dispel magic, animate dead). Challenge 2 (450 XP). He carries leather armor, a +2 staff, and 500gp worth of jewelry.)

AREA 22: SLEEPING CHAMBER

This is a cross-shaped room. There are alcoves on the north, south, east, and west walls. In the middle of the room is a large stone pedestal with a bowl on it. Inside all the alcoves save the north one are two sets of wooden bunk beds and four chests. The beds have straw mattresses and woolen blankets. Curtains separate the alcoves.

This room is for several sub-priests and record keepers. Priests who are resting often occupy it. There is a 65% chance that there are 1–4 priests in here and a 70% chance for 1–2 scribes. There is little of value in the room, as these lower priests are not supposed to own personal items. Most do not, and those that do keep those items on their person.

The bowl on top of the pedestal appears unremarkable and is filled with water. However, if the basin is removed, a small button is noted on top of the pedestal. Pressing the button causes the north panel of the pedestal to open. Within are two *potions of healing*. If the button is pressed again while the door to the north panel is open, the south panel opens. Within are two *potions of etherealness*. To open the east panel, the north panel must be closed while the south panel is left open; then the button in the bowl pressed. Inside the east panel are three *potions of gaseous form*. There is no west panel to open. However, should the south panel be closed and the east panel left open then the button pressed, a trap is set off. Four portcullis drop from the ceiling around the pedestal, locking everyone in the center room. Detecting this trap is a DC 13.

If priests are found in the room, there is an equal chance for each being either a Priest of the First Order or the Second Order.

ACOLYTE PRIESTS (LE human clerics) HP 9 (HD 2d8), AC 10, Spd 30ft. Str 10 Dex 10 Con 10 Int 12 Wis 14 Cha 12. Perception 12 (+2). Medicine +4, religion +2. Sv: Wisdom +4. Staff (1d10). SA Spells: (Save DC 12, Spell attack +4; Cantrips: light, sacred flame, thaumaturgy; 1-level (3 slots): bane, cause wounds, sanctuary). Spells may vary by priest. They carry leather armor, staves, and 2d6gp worth of jewelry and coin.)

SCRIBES (LE human commoners) HP 4 (HD 1d8), AC 10, Spd 30ft. Str 10 Dex 10 Con 10 Int 14 Wis 12 Cha 10. Perception 13 (+1). Arcana +4, medicine +3, religion +3. Sv: Intelligence +4. They carry nothing of value.)

AREA 23: GUARD CHAMBER

This stark chamber has a large wooden table in it with several vicious ungerms standing up hefting blades notched from many battles. At the far end of the room, the steps spiral down.

This is a guard chamber. There are always six guards in here keeping a watch on those on this level and to help in Area 24. There are some meats and tankards of ale on the table. The concealed door is visible from within here, but is behind a curtain on the hallway side.

UNGERN X6 (LE Medium humanoids) HP 16 (HD 2d8+6), AC 16, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, scimitar, longbow, dagger, and 4–40gp worth of jewelry and coin.)

AREA 24: SECRET EXIT

Sitting in this small alcove upon a gnarly wooden chair is a massive hairy beast with jagged yellow tusks and a wickedly curved blade. Behind it is a large wooden door interlocked with various metal bars.

This exit is visible from the interior of the ziggurat, but not the exterior. It is used by the goblitts to go out onto the patios in order to light the braziers outside the temple. The guard will kill anyone but goblitts and ungeru who enter or try to leave this door. Otherwise, he will completely ignore any who pass him by.

The door no longer closes properly so is left a little ajar at all times. At night, if the rear of the ziggurat is observed closely, the outline of the door can be noted, as a small amount of light spills out from around the cracks. Opening it is easy. Though once locked with a series of strong bars, they are now broken and merely pressing on the wall causes the door to open.

HAIRY TROLL GUARD (CE Large Giant) HP 84 (HD 8d10+40), AC 15, Spd 30ft. Str 18 Dex 13 Con 20 Int 7 Wis 9 Cha 7. Perception 11(+1). Scimitar +7 (1d10+4), claws +7 (2d6+4), +7 (1d6+4). SA darkvision 60ft, enhanced smell (advantage on smell-based checks), regenerate (10/rd; acid attacks neg.). This troll carries a short, thick bladed scimitar that causes 1–10 points of damage.)

AREA 25: GOBLITT PREPARATION AREA

This narrow, angular room smells like rotting food mixed with freshly cooked meats and vegetables. The floor is littered with old crumbs, bones, chunks of meat, dried bread all covered in mold, slime, roaches, and beetles. There are also piles of jars, buckets of brushes, sacks, and barrels filled and overflowing with various materials. The northeast area of the room is lined with low wooden tables heaped with platters of freshly cooked foods and half-empty plates. A half-dozen goblitts move to and fro within the room carrying plates and platters while singing songs and whistling tunes.

Goblitts use this room to prepare lots of things for maintenance around the ziggurat. There are cans of paint and dye, mixtures of plaster, heaps of lye and other material needed for the creation of the plaster used around the place. There are also foodstuffs in the northeast area of the room. The goblitts do not cook in here but stop over and collect freshly cooked foodstuffs in here before carrying them on to the food's various destinations. They do dump the leftovers from meals in here.



GOLBITTS X6 (These chaotic evil creatures' vital stats are HD 1d4, AC 10 and HP 2 each. If pressed to attack they can do so with a single claw for 1–2 points of damage; +2 to hit.)

AREA: 26 WAITING ROOM

The portal opens onto a wide well lit room with a portal on the far end. The walls are plastered and covered in frescoes of many eyed beasts in an icy plain. About the room are half a dozen high backed wooden chairs, a large oaken table, and a wooden pedestal with a large brass bowl on it. There is a rack with several cloaks on it in the corner. In one of the chairs sits a tall, thin, pale, emaciated man, nearly naked. He stares blankly forward. He stands as you enter.

This is the waiting room for servants. They often sit here awaiting instructions from their masters, who are often gathered in Area 27. Sometimes they sit here a long time. Goblins will come and serve anyone in here who is in robes.

This room has one servant in it. He is a servant to a visitor who is downstairs with the Witch Queen. He is a human from Ludensheim, under a permanent *charm* type spell. Should the characters seek to communicate with him, he can offer little information other than who he is, his master's name, and where he is from. He has been here for two days and is sleeping on the chairs. His name is Ferris Lukler. Breaking the *charm* spell is impossible without killing his current master, Ardu Karlenkeller, who is in Ludensheim.

FERRIS LUKLER (He is a neutral, human, commoner whose vital stats are HD 1d8, AC 10, HP 4. His abilities are all 10, proficiency bonus +2 and he carries nothing of value. If pressed he attacks with improvised weapons.)

AREA 27 ENTRY FOYER

Leaving the staircase brings one into a lavish foyer with a multicolored tile floor covered in alternating white and blue tiles. The ceiling is slightly domed and edged by eight columns carved in the shape of nine great demons holding the arches aloft. At the northern end of the room, broad double stairs lead down into darkness.

The demons presented on the columns are mogrl. Each statue is unique in its details as these represent real mogrl. Passing through the columns into the area where the steps leading down triggers a wisdom saving throw against fear (DC 13) as the statues radiate terror. Only the true servants of Unklar are exempted from this check.

This is the foyer for the visitors awaiting permission from an emissary of the Witch Queen to proceed further. This room is spacious, well lit, with plastered walls in fair condition.

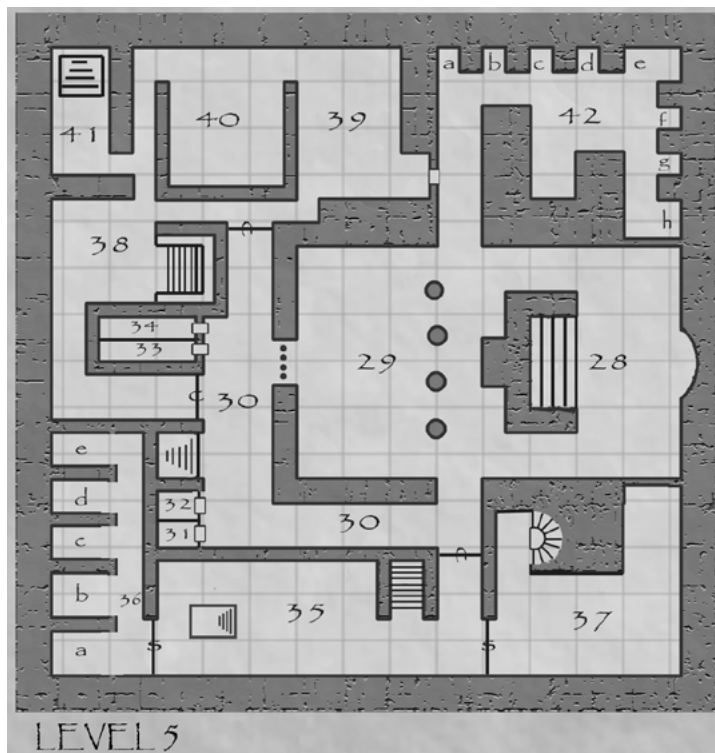
LEVEL 5 RECORD HALLS

AREA 28: STATUE AND ENTRY

The flagstone steps give way to a brightly lit landing whose far wall is utterly consumed by a garish and

grotesque stylized relief of the head of a demon or some such creature from the abyss. Its head stretches from one of the walls to the other and from floor to ceiling. Its great maw easily covers half the wall and is open wide, its tongue licking out over many jagged teeth. Painted in a chaotic mixture of greens, reds, blacks, blues and yellows, the relief causes a momentary sense of discomfort to all who see it.

The back of the statue's mouth hides a secret panel that opens up onto a staircase that descends to the areas below. Finding the secret door is very difficult, as it is magically concealed with a permanent illusion. So, not only will the illusion have to be bypassed, then the door and its lever must be discovered. This is



where the Witch Queen ascends when she wants to meet guests in the hallway beyond. If there are guests in here, she simply has the goblins create smoke in the room below, which trails up through holes in the teeth of this relief and fills the room. She then steps through the illusory door in inky smoke and darkness.

The back of the relief's tongue is an illusion (CL4). Behind it is a wall that is a secret door. The wall has five jewels set into it. These can be pried out of the wall fairly easily and are worth 5gp each and were placed here as a simple ruse to convince those who saw through the illusion that the gems were what is being hidden. The actual secret door is difficult to detect so well was it made. Search checks are done at a DC 18. If detected, it is by a small seam along the edges of the door. Finding the latch is also difficult. It is located behind one of the teeth and simply requires that a handle on the tooth be pulled to allow the door to be opened. The door can then be pushed inward but swivels both ways, so can be pushed out from the other side. The door is easily seen from the other side and can be opened by merely lifting the handle.

AREA 29: FEASTING CHAMBER

This is a broad and deep room with large, red, velvet tapestries with intricate geometric patterns covering every wall. The north end of the room is dominated by four columns in the shape of elves trapped in a stone jar and writhing in agony. The southern portion of the room has one long table in it with brass braziers alight with licking red flames at either end. The table is carved of some stone that emanates an ever so slight bluish light.

This is a feasting chamber and official gathering hall for guests and the Witch Queen. It is rarely used, though meticulously cleaned by the goblitts. Usually, singers intone odes from behind the curtain, but there is nothing back there at the moment.

The columns are actually elves that were changed into stone columns by the Horned One. Nothing known to neither man nor beast can be done to change this. Should the characters examine the statues closely, they might notice a slight twitching of a hand, eyes changing positions, and other things of this nature. This should be played up as a trick of the eye.

AREA 30: CORRIDOR

This poorly lit, but spacious corridor is flagstone with blue and white tiles and the walls are covered with murals of armies of the Horned One attacking foes, both great and small. A staircase in the southern portion leads down further into the depths of the ziggurat.

The stairs lead down to the royal apartments below. There are several secret doors in this corridor. None are visible from this side and each is very well hidden with checks for searching and locating them occurring at a DC 18.

ROOM 71: STOREROOM

This door opens into a small room lined with many rickety wooden shelves stacked awkwardly with bottles, decanters, vials and ceramic vases of all sizes, shapes, and colors. Many shards of glass litter the floor and the aroma of alcohol lingers thickly in the air.

This room contains hundreds of small decanters of beers, wines and spirits. These are used by those going down to their own rooms and the servants are supposed to hand them out to whomever asks. As well as the wine and spirits, there are several poisons and other odd concoctions, that are kept here and used to kill or bewilder those the Witch Queen does not like. The latter are not marked in an obvious manner and are labeled wines or beers. However, each bottle of poison is unique in shape. All the poisons are in glass decanters with long chutes and corked with wood. Only the servants and makers of the poisons know what is in them.

The types of poison vary, as the maker is not terribly exacting in the concoction process, and some have degraded over time, and the effects of others have been completely negated. There is a 10% chance that a decanter with poison in it will be chosen should the characters choose to pick up anything on the shelves. Afterwards, the player needs to roll a d10 to determine the effects of the poison.

TABLE 7: POISON

D10	POISON'S EFFECT
1-4	No effect
5-7	1d4+1 damage, DC 12 save for half damage
8-9	2d4 damage and poisoned for 1d4 hours; DC 12 save for half damage and negates poisoned condition
10	4d4 damage and poisoned for 1d4 days; DC 13 save for half damage. Save each day to end effects.

ROOM 72: STOREROOM

The door opens into a narrow and long room with many shelves stacked to the ceiling with cloth, towels, robes, sheeting, blankets and other wares of such nature.

This room contains towels, cloaks, sheets, pillowcases, pillows, blankets, and other sundries of this nature. The finer materials are located on the east side of the room, while the plainer ones are located on the west side.

ROOM 73: STOREROOM

The door opens into a small room with shelves crammed with plates, saucers, cups, mugs, bowls, basins, pots, pans, and other objects of this nature. There are several unopened crates on the floor as well.

This room contains pots and pans as well as those items mentioned above. Although seemingly mundane, several of the items in here are a very ancient lineage and an antiquarian may be willing to pay a great deal for them. For characters with such knowledge, and on a successful intelligence or wisdom check (DC 12), they find 10-60 pieces of flatware worth 10-60gp each. However, the character may be lucky and get something even more valuable. While examining the pieces, the character makes a wisdom check at a DC 15 and if their intuition was right about the age of the item, they have located a piece worth a lot and can get 1-4 pieces worth 100-400gp each.

The crates contain items of a similar nature though much more recent in make. None have been opened. If they are opened, it will be noted that these crates contain new flatware with the maker's marks on the bottom. These indicate the flatware was made in Ludensheim. There is only one person in Ludensheim who makes flatware of this fine a quality: Edmut Khan.

AREA 74: STORE ROOM

Beyond is a cramped room stacked high with dusty chairs, desks, nightstands, bedposts, picture frames, chests, and trunks.

This room contains furnishings. Some of it is very old and worth quite a sum to collectors. A piece can be valued between 10gp and 1,000gp. Carrying these items will be difficult, and as such, will likely never occur.

ROOM 75: RECORDS HALL

This is a long, narrow room cluttered with desks piled high with papers and ink pots, several rows of bookcases

jammed and stacked with dusty volumes and tightly bound scrolls, and several tables heaped with plates, tankards, glasses, books, and other detritus of those who have spent too much time in here. A thick layer of white dust covers much of the room as if it were snow on a mountaintop. There are trails in the dust and debris indicating where some few people walk through here and even, apparently, work. . . .

If the characters have managed to get this far without raising an alarm, the scrivener will be in here working at his desk. Otherwise, he has taken his valuables and gone down to his chamber on Level 7. If the scrivener is in here, read the following in addition to the above.

. . .as does one now. **Sitting in a tall chair, behind a plain though cluttered desk, sits an old man with long wispy white hair. His face is wrinkled like a waterlogged prune and he has one eye, which is covered in a hexagonal spectacle. He is scribbling upon a piece of parchment at the moment. A single candle illuminates his work area.**

The one thing that kept Unklar's Empire together was the record keeping and being able to move supplies, money, and material to whichever place needed it in a quick and orderly fashion. The practice of record keeping has remained with many of the Horned One's servants who survived the fall as a continuation of habits formed long ago, even though there is little to be gained by it in these days.

This is the records hall. Here, scribes keep ledgers and lists and notes of all things that happen in and around the ziggurat. The head record keeper, the scrivener (once known as Dadarus Skevinbeld to his mother and father), does the vast majority of the work in here and has filled several volumes himself with information so mundane as to bore even the most fastidious and punctilious of individuals. To help him with this task he has, in the past few years, engaged a few others to help him, as he senses his death lingering on the horizon.

The scrivener may appear a harmless old man and he even, most of the time, believes himself to be incapable and incompetent. However, this is not the case. When pressed and his ever so valuable books, ledgers, and other material become threatened and he is incapable of flight, his inner demon comes out, quite literally. The anger, pain, regrets, jealousy, and a host of other emotions have been bottling up inside Dadarus since youth. In this foul place, those pent up emotions have found a home and nourishment. A demon has come to roost in the scrivener's chest that feeds on his anger. When the scrivener is pressed, his books or ledgers destroyed or messed with, or he is interrogated, the demon will come out to attack anyone nearby.

If so, read the following:

The scrivener's frail body goes limp, his skin begins to crinkle before you and his eyes roll back in his head. He begins to gurgle and dark purplish blood drips from his mouth. Suddenly, his mouth opens wide and two small clawed hands reach out, stretching the mouth wide and

out leaps an oily skinned, small, muscular beast with six arms, tiny tattered bat wings, and a glaring, fanged face. It leaps up into the air.

The demon gets out of the body in one round. During that round, the one in which he is emerging, he is vulnerable, and any swings at him are done so at a +5 bonus and cause double damage. Any round thereafter, any damage the demon receives, the scrivener receives one half that amount of damage. The demon will attack until it receives one-half its hit points in damage; then it tries to escape and hide. It then attempts to follow the scrivener around and reenter his body, no matter how far from this place Dadarus travels. He will constantly harry him and the party if he is with them, until dealt with.

Should the demon get out alive, he takes all the evil and hate out of the scrivener's body, so much so that the scrivener becomes chaotic good in alignment. The scrivener slowly becomes aware of his past misdeeds and seeks repentance and egress from this place. Should the characters manage to save the scrivener and return him to a place where he can live in peace or live a life of repentance, they should receive a hefty experience point story award. This should be in the range of 500xp for each individual involved and 1000xp for those persons instrumental in his rescue (those who choose to wait until the demon is out to attack it, who plan for the possibility, etc). The Castle Keeper is, of course, the final arbiter in this.

DADARUS SKEVINBELD (N Medium Human): HD1d8 (HP 4), AC 10, Mv 30ft. Str 10 Dex 10 Con 10 Int 10 Wis 10 Cha 10. Perception 10. Knife +2 (1d4). SA None. He is carrying three large gold coins of imperial make worth 15 gp total.)

RAGE DEMON (CE Small Fiend) HP 22 (HD 5d6+5), AC 18, Spd 20ft, fly 40ft. Str 10 Dex 18 Con 12 Int 11 Wis 14 Cha 8. Perception 12(+2), darkvision 120ft. Bite +2(2d4), claws +2 (1d6), tail barb +4 (1d4+2 plus 1d6 acid). SA Multiattack (bite, claw and tail), demon's sight (see through nonmagical darkness), flyby (no opportunity attacks), possession (Latches onto victim that it damages with all three attacks, who becomes CE and fuelled by rage and hate, esp. towards former companions; DC 15 Wis neg), Magic resistance, damage resistance cold, bludgeoning, piercing, slashing from nonmagic, non-silver weapons, immune to fire, poison. Challenge 2 (450 XP).

The secret door located at the south end of the room is part of the bookcase. Behind the books on the bottom shelf is a large metal lever, which if pulled, causes the door to open.

The vast majority of the books and scrolls in this room are of little value though perhaps of great interest. They chronicle almost everything that has happened here for ages and ages. There are accounting records, trade good ledgers, troop movement ledgers, contracts, letters, notes and other types of correspondence. Much of this is written in the ancient tongue and is unreadable without the correct knowledge of that language or some type of *decipher script* spell. There are a few interesting items, though. Each is described below.

EVER-BURNING CANDLE: This candle is located on the desk where the scrivener works. This is literally an *ever-burning candle*. The flame cannot be put out by anything other than a *dispel magic*. Even in this case it has a DC 25. It burns underwater and even in the Void.

CORRESPONDENCE FROM ADOLF NEIMER: There is a leather sheath filled with letters located on the floor by the scrivener's desk. It is in a pile of other leather cases, so should take 2–6 minutes to locate and only if the characters are examining the writings. These letters are in the local language, so should jump out at anyone examining them.

The letters are from a person named Adolf Neimer in Ludensheim. They are mundane affairs simply listing the number of bolts of silk Neimer has received and of what type. Of note, at the end of each list is the comment, “no payment.” Neimer has received several hundred bolts of silk of varying colors over two years. Should the characters examine the correspondence closely, they will discover that Neimer also received three robes. For more information on Neimer, the silk, and the robes, see the next module in the series, **Usurpers of the Fell Axe**. Alternately, the Castle Keeper could use this as the starting point for another adventure.

CORRESPONDENCE FROM FELTHIN WRUNG:

This series of letters is in an innocuous leather folio located on a bookshelf behind the desk upon which the scrivener works. It should take some time to locate if anyone is looking, perhaps 10–60 minutes. The correspondence is written in the Dark Tongue, so is illegible to any except those who speak and read it. The correspondence is easily recognized as recent since the paper is fresh.

The letters are from a Felthin Wrung, from a place called Festung Akt. For the most part, they concern tribute amounts that should be sent to Festung Akt in gold, gems, and silk. There are also missives concerning the progress of plans in Ludensheim, though no reference to what those plans may be. Vague references to “our lords in Ludensheim” and “the Minster of Akt” are prominent. Comments such as “our desires are being met,” “we have attained the desired result with our lord in Ludensheim” and ‘meetings are planned as to be expected’ reference the progress of the plans. For more information on the plans and actors in the events unfolding in Ludensheim, please reference to **Usurpers of the Fell Axe** or simply expand upon them as desired.

SILK LEDGER: This ledger is on the scrivener's desk and is easy to find. Although it is written in the Dark Tongue, it should be easy to translate the basic idea since it simply records the same item over and over again. It records bolts of silk being traded. The difficulty in translation is discovering to whom the silk is delivered, the amount and the price.

DIAMOND LEDGER: The diamond ledger is much like the silk ledger and located on the scrivener's desk. However, it is essentially empty with a missive located in the last entry: “the queen expects more soon.”

INKPOT WITH GOLDEN INK: This little pot of ink is located on a shelf full of other inkbottles. It is not labeled uniquely in any way so can only be spotted as unusual if the lid is opened. Inside is ink with liquid gold in it. The recipe for this type of ink is long lost and this happens to be the last of its kind inside the ziggurat. It is only used when the Witch Queen signs her name. It can fetch up to 1000gp if sold to a discerning collector or wealthy individual.

QUILL OF THOUGHT: This quill is located in a box full of used and discarded quills. It is notable since it is made from a peacock. It was placed here by a goblitt long ago and forgotten. The quill gives the person using it advantage on all intelligence checks for an action being taken that involves use of the pen to figure out something like an equation, a translation, a spell recipe, a forgery, etc.

BOOK OF INCANTATIONS: This book is exceedingly difficult to find and should take a few hours to locate it, depending on the character's actions (minimum DC 20 to find it in a search). It is on a shelf against the far wall. Many of the books in the section have been destroyed by water damage and are even covered with a coating of lime in some places. Where the lime is thick (about 3”), a pile of books simply looks like a cave wall with a few titles peering through the sheen. Breaking the lime casing results in the destruction of all the books except this one, which remains pristine. The book is thin, with but four-dozen vellum pages bound within it. It has a dark leather cover embossed with a silver “O” on the center of the front cover. It also has a thin silver bookmark made of silk that serves as both bookmark and a tie to keep the book tightly closed.

The book is magically sealed and nearly impossible to open without the proper command word being spoken. To open it one must simply tap inside the “O” and say “open” in the Vulgate or Common tongue. Otherwise, some magic is required. *Dispel magic*, *knock* or similar spells will work, but the book has spell resistance and saves at +5. Otherwise, the book remains resolutely shut. Inside are writ seven wizard spells and four illusionist spells. There are a total of three 1st level, three 2nd level, and one 3rd level wizard spells divided between the divination and enchantment schools. There is also one 1st level, one 2nd level, and two 3rd level spells of the illusionist school. The choice of spells is left up to the Castle Keeper.

AREA 76: SECRET ROOMS

In this narrow, short hallway, five doors are arrayed against the southern wall. A metal rod in the wall holds an unlit lantern.



Taking the lantern off of the rod sets off a trap. The characters will have time to react as the trap is old and has not been well maintained. The rod is connected to a chain and pulley system attached to a large chunk of stone in the hallway ceiling and the secret door. This drops after a few seconds, and a grinding gear sound reverberates throughout the hallway. The secret door is locked shut and blocks of stone drop from the ceiling where each “X” and “x” are. The “X” indicates the stone has fallen all the way to the floor and causes 1d8 damage to whoever is under it, while the “x” indicates the stone has only fallen part way to the floor and causes 1d4 damage. Save halves damage in both cases. All the stones are attached to chains so can be hauled back up into the ceiling. The mechanism for this is located on Level 6, Area 53.

76A: RECORDS

This wooden door is closed with a seemingly seamless fit into the doorframe. In the center of the door is a single round hole, about an inch in diameter and framed by a gold band. There are no other markings on the wood and no hinges to be seen.

This door is sealed by a simple mechanism. One simply rolls a gold standard coin of imperial make into the slot and it rolls down a chute, releasing the mechanisms along the way. A few clicks later and the door shifts a little and can thence be pushed open. There are not many coins of imperial make remaining anymore. Characters could have picked them up from previous modules or gathered them from this adventure. If the wrong coin is placed within, it just consumes it. There is a box of 32 old imperial standard gold coins to the side of the door (each worth 5gp in weight and about 100gp each to a collector).

This room contains vast stores of very old records on transactions that have occurred here since the founding of the edifice as well as supplies for the scrivener. The room is jammed top to bottom with scrolls, piles of parchment, old and new boxes of ink, quills, and other items. Mostly however, it is just records, and there are thousands upon thousands of sheets of paper in here—some used, some not, some valuable, but mostly not.

AREA 76B: SILK STORAGE

This wooden door is locked with three massive padlocks and a regular lock. The wooden door is carved with strange glyphs and icons, and in the center is a small handle in the shape of a wolf.

The locks are difficult to open. In order from top to bottom, they each have a DC15. The center lock is DC20. If an attempt to pick any of the locks fails, the handle’s head comes to life and whips around, growling. It is but a small head no bigger than the palm of a hand, but its growl is mighty and can be heard for 100 feet in every direction. It likely brings guards.

Within the room are piles and piles and heaps of rolls and bundles of silk. Some are tied together and others are loose. After a moment’s observation, one notes two distinct divisions of the silk. Those on the left are bundled and have small pieces

of paper attached to them while those on the right are more loosely bundled and have no tags. Those towards the rear of the room are covered in dust, while those toward the front are not.

This is the storage room for special outgoing silks. Some silks have been here for a very long time and will never leave. The ones bundled up on the left have specific designations while those on the right do not, having been used as bribes or gifts. They are worth 300–900gp per bolt. There are 123 bolts in the room, each weighing 40 lbs and being about five yards wide and 30 yards long, overall having a 6 encumbrance value. Looking at the addresses on the labels, the destinations of some of the silks become clear. There are many individuals whose names are unrecognizable, but a few are. One Garten Onestdell, a silk merchant in Ludensheim, is named on several bolts of silk. Ten bolts are going to a Varreus Treffle in Festung Akt. Two bolts are going to one Johan Essenstern. These people are detailed in the *Usurpers of the Fell Axe* and *The Shattered Horn*.

76C: MILITARY RECORDS

This large oaken door is slightly open. Beyond is a stark room with a series of shelves along one wall. The shelves are full of books, scrolls and piles of paper. In the center of the room is a thick desk behind which sits a very old and gray unger. In his clawed and desiccated hand is a quill with no feathers on it. A small lamp burns with a blue flame beside him, casting the entire room in bluish light.

This room was once used for military record keeping, but no longer. All the records here are 100 years old or more. The unger sitting behind the desk is long dead and has mummified in here. He is actually dusted and cleaned every once in a while by the goblitts. He has mummified in place.

When this venerable unger war leader died, the previous Witch Queen had him cursed—for some slight infraction (like dying at an inopportune moment)—and his spirit now guards these halls. When this room is entered, the unger’s spirit awakens and appears at the west end of the hallway outside the door (described below). Should the characters search the body, they will find that the only thing of value is a polished, black, oval stone hanging on a silver necklace around the neck of the unger. Breaking this stone releases the curse and frees the unger’s soul. It breaks as easily as glass and as soon as it does, the apparition described below dissolves.

A low moaning and groaning as if from a boar being stuck emits from the west end of the hallway. A blue glow fills that space and coalesces to a vaguely humanoid shape, then to that of a brutal beast with two large, curving horns and massive a snout. Festooned with ethereal jewelry and pulsing tattoos, the beast leaps forward, baring a large broad-bladed spear.

UNGERN GHOST (CE Medium Undead) HP 45 (HD 10d8), AC 11, Spd 40ft fly. Str 7 Dex 13 Con 10 Int 10 Wis 12 Cha 17. Perception 11 (+1), darkvision 60ft. Withering Touch +5 (4d6+3 Necrotic), Horrifying Visage (all who see frightened (DC 13 Wis neg.) Failing save by 10 also ages 1d4x10 years), Possession (Recharge 6; Ghost possesses target (DC 13 Cha

neg.). SA *Etherealness (action)*, *Ethereal sight (60 ft)*, *Incorporeal movement*, *Damage Resistance to acid, fire, lightning, thunder and bludgeoning, piercing and slashing from nonmagical weapons*, *Damage immunity to cold, necrotic, poison*, *Immune to charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained*.

The only other things of value are some maps on the scrolls. These are old maps with several showing the location of Festung Akt as well as a fortress where Ludensheim is now located. Other information should be made available to the characters at the Castle Keeper's discretion. The maps are excellent devices to spur on further adventures and give the location of other dungeons, temples, or fortresses.

76D: VISITOR LOGS

This is a wide oaken door securely locked with a dusty padlock. Within is a small room crammed with ledgers on shelf after shelf after shelf. The floor is strewn with ledgers and many piles and stacks have been knocked over. A cursory glance reveals they are all blank.

These ledgers list visitors and their purposes—all in invisible ink. To make the ink visible, a citrus juice needs to be applied to the papers. Almost all of the ledgers are written in the Dark Tongue. A few are in other languages. There are thousands of people listed on the ledgers stretching back 300 years or more.

76E PRISONER AND EXECUTION ROLLS

A metal bound door hangs loosely on a hinge. A key dangles from the lock. The door creaks open to a small room with several tall bookcases filled with scrolls.

These scrolls list prisoners and those being executed. Examination reveals minute details about the crimes committed by those executed and sentenced to prison. Usually, this has to do with treason and blasphemy. In the rear of the room, in a pile of scrolls are six that were placed here accidentally. These are scrolls of *cure wounds* scribed using a 3rd level spell slot, not easily noted, for they appear no different than the others to all except those of good alignment. A DC 15 check while searching will root them out. The seals on these scrolls are that of the deity of health and recovery.

AREA 77: GUARD EATERY

This stone-walled room smells of meat and spices. Specifically, a large boar has been skinned and is roasting over a raised pit with bright flames licking its sides. Tending it is a gargantuan and exceptionally hairy ungeru sharpening its tusks with a metal file while poking the boar with a metal prod. Behind him is a large oaken table with several cleavers and knives stuck in it as well as bits and pieces of meat and bone. Scattered about the floor are more pieces of bone and entrails and other mess from butchering. A rack of pots and pans and utensils of all sorts is located in an alcove against the wall to the south as well as some buckets and tubs stacked by the steps.

The fire pit is situated against the east wall and the table against the west wall by the steps, so that the ungeru cook's head is turned away from anyone coming up the steps. The rack of pots and pans is in front of the secret door to the south, and it must be moved before the door becomes apparent. It is easily visible once the rack is moved. Should the ungeru ever use this door, they will make a lot of noise coming through as they throw the pans to the side. The concealed door to the west is easily visible and has a handle. It also has a peephole in it, though it has not been used in ages and is rusted shut. The door opens easily and swings inward. The buckets and tubs contain watered-down beer as well as water. The surface meat on the boar is ready to eat, but the interior is very rare. A bucket of boar innards sits at the back of the fire and is slowly boiling for a stew. Piles of potatoes and other tubers are heaped up under the table.

The cook will not immediately attack anyone, even if they appear strange or out of place. He is simply too busy cooking. However, should the characters pester, bother, or make threatening moves towards him, he does attack and with a vengeance. He is not opposed to slinging innards, boiling water, or whatever might be handy to the interlopers. Eventually, he will opt for a large cleaver with which to attack.

UNGERU COOK (LE Medium humanoid) HP 10 (HD 2d8), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4), Gore +6 (1d8+4), club +6 (1d6+4), Kitchen knives +6 or +3 (thrown) (1d4+4; 10ft/30ft). SA Multiattack (claws, club or knife, gore); darkvision 60ft, Spell resistance, camouflage (+8 Stealth), Immune to cold.

AREA 78: SERVANTS' ENTRY

This chamber is bare, excepting a large brass brazier located in the center of the room. A bright blue flame leaps up from it, warming the entire room and casting an eerie blue glow across murals of sacrificial rites performed, apparently, atop this very ziggurat.

This chamber is an entry chamber for servants and a reminder of the fate awaiting those who disobey the high priests of this place.

AREA 79: SERVANTS' FOYER

This room is plastered with murals of servants performing duties for priests dressed in white robes. There is a large table in the center of the room with two large benches running down either side of it. Food and the detritus of many meals are piled high on the table. There is a pile of crusty bread sitting beside a bowl of steaming broth at the west end of the table. Two large open-faced bureaus are against the west wall with plates, dishes, lamps, lanterns, several flasks and other sundry items in it. Several washbasins are placed on a narrow table along the south wall.

There is a 50% chance that someone will be in here eating from the bowl of soup at the end of the table. If so, there are 1–2 servants in here. There is a 60% they are orcs and a 40% chance they are humans. They will be here to serve some visitor

or actually work here and live in the town outside. It is unlikely they will attack; although if not killed, they do warn others of any interloper's presence. Other than this, there is little of interest in here except the four oil containers in the bureau.

AREA 40: SERVANT'S QUARTERS

This dingy, crowded room has eight sets of bunk beds in it, each with a pile of blankets and pillows on a straw mattress. A person is curled up asleep in one bed.

The servants use this room. The one sleeping in here now is an orc. He is drunk and will have to be roused roughly to get him up. Two other beds are obviously being used as the beds are mussed up. The orc wears a silver medallion indicating his master, one Gordru Nuk. The medallion is worth 10gp.

ORC (CE Medium Humanoid) HP 15 (HD 2d8+6), AC 13, Spd 30. Str 16 Dex 12 Con 16 Int 7 Wis 11 Cha 10. Perception 10. Intimidation +2. Scimitar +5 (1d8+2). SA Darkvision 60ft; Double move.

AREA 41: STAIRS DOWN

These narrow steps lead down. The lintel over the doorway is of a series of people in robes carrying large packs.

These stairs lead down to the floor below to **Level 5, Area 19**.

AREA 42: GOBLIN HANGOUT

You enter dirty area with many small alcoves. The place looks like the sewer system of some great city. The floor is awash in putrid water; it smells like dung, and piles of garbage are everywhere and small metal cages hang on the walls on every conceivable open spot. Goblitts of all shapes and sizes are running to and fro, chanting, eating, and going about the business goblins should.

The most notable aspect of this area—other than the dozens of goblitts—is the overwhelming stench of urine and feces. The goblins are supposed to dump it outside, but often collect it here before doing so. There is little of value here, and the goblitts will not bother anyone moving through the area, though they will watch with curiosity as it is a very rare occasion that they are visited. They will get out of the way of anyone moving through here and not contest anyone's actions.

GOBLITTS X22 (These chaotic evil creatures' vital stats are HD 1d4, AC 10 and HP 2 each. If pressed to attack they can do so with a single claw for 1–2 damage; +2 to hit. They carry nothing.)

AREA 42A: CAGE ROOM

There are eight small metal cages hanging from the bare, cold stonewalls in here. A large wooden curio at the west end of the room has several dozen small grotesque shrunken heads in it.

Eight goblins live in this room. There is 1–4 here. One of the goblitts is a head shrinker. He shrinks the heads in a room on **Level 7, Area 70**. The cages are all open and each contain several rotten, torn, and flea-infested blankets and scraps of clothing. Dung is heaped upon the floor as well. The head shrinker is downstairs.

LEVEL SIX THE DONJON

AREA 43: STORE ROOM

This room is filled with boxes, crates, barrels, and slabs of meat hanging from hooks in the ceiling. Light spills out of the chamber to the north, as does the singing and laughing of high-pitched, annoying voices.

The goblitts use this chamber to store food in. It is crowded and stacked end to end with foodstuffs. Several ladders can be found about the room that, affording the goblitts access to those items at the tops of the stacks.

AREA 44: KITCHEN

This sweltering, smoke-filled room is cluttered with a dozen goblitts cooking all manner of foods. A large oven and two long stoves cover two of the walls in here. Two tables, one used for food preparation and another for food collections, are overflowing with foodstuffs.

This is the lesser kitchen used to prepare foods for guests and others in the upper levels of the ziggurat. As with most goblitt activities and areas, it appears chaotic but is not actually the case. Any excitement here attracts the ogres in Area 45. There are 11 goblitts in here.

GOBLITTS X 11 (These chaotic evil creatures' vital stats are HD 1d4, AC 10 and HP 2 each. If pressed to attack they can do so with a single claw for 1–2 damage; +2 to hit. They carry nothing.)

AREA 45: GUARDS

In this aperture are three massive, thickly muscled human-like men with gnarled faces and giant fangs in wide mouths. Each carries a spiked club and a sheet of metal strapped to his chest. They rise from a table heaped with steaming food, while several goblitts scurry away.

These three ogres guard the rear entry to the ziggurat. They attack any who seem out of place.

OGRES X 3 (CE Large Giant) HP 59 (HD 7d10+21), AC 15, Spd 40. Str 19 Dex 8 Con 16 Int 5 Wis 7 Cha 7. Perception 8 (-2). Spiked great club +6 (2d8+4). SA darkvision 60ft. They carry scale armor and spiked clubs.

AREA 45A: RAMP AND ENTRY

This corridor opens up to the north and a wide portal leads to the outside. Two large metal doors, partially open, are the only things blocking the way out.

The metal doors are guardian doors. Each has many identical murals and iconographs upon them, but both have unique graven faces in their center. When anyone passes these faces from the outside who has no business here, he will be questioned. The faces automatically suspect any other than goblitts, ogres, unger, and those in the special robes. If the faces' questions are not answered correctly and promptly, the faces sound an alarm, attracting the ogres in Area 45.

AREA 46: GUARDS' CHAMBER

A metal portculus blocks this room. Beyond are several chairs around a table with a small cask upon it, some foodstuffs, and four hefty, well-armed humanoids playing a game with tiny stones. They are yelling at one another and deeply immersed in their game.

This is the guards' chamber. The unger gather here before moving to their posts or just come here to play games, eat, or do any other activity they may find amusing. The unger in here now are about to go to the top of the ziggurat and replace the guards in Area 1. Before leaving, though, they intend to finish their game of Dwarf Crusher. These guards only respond to a

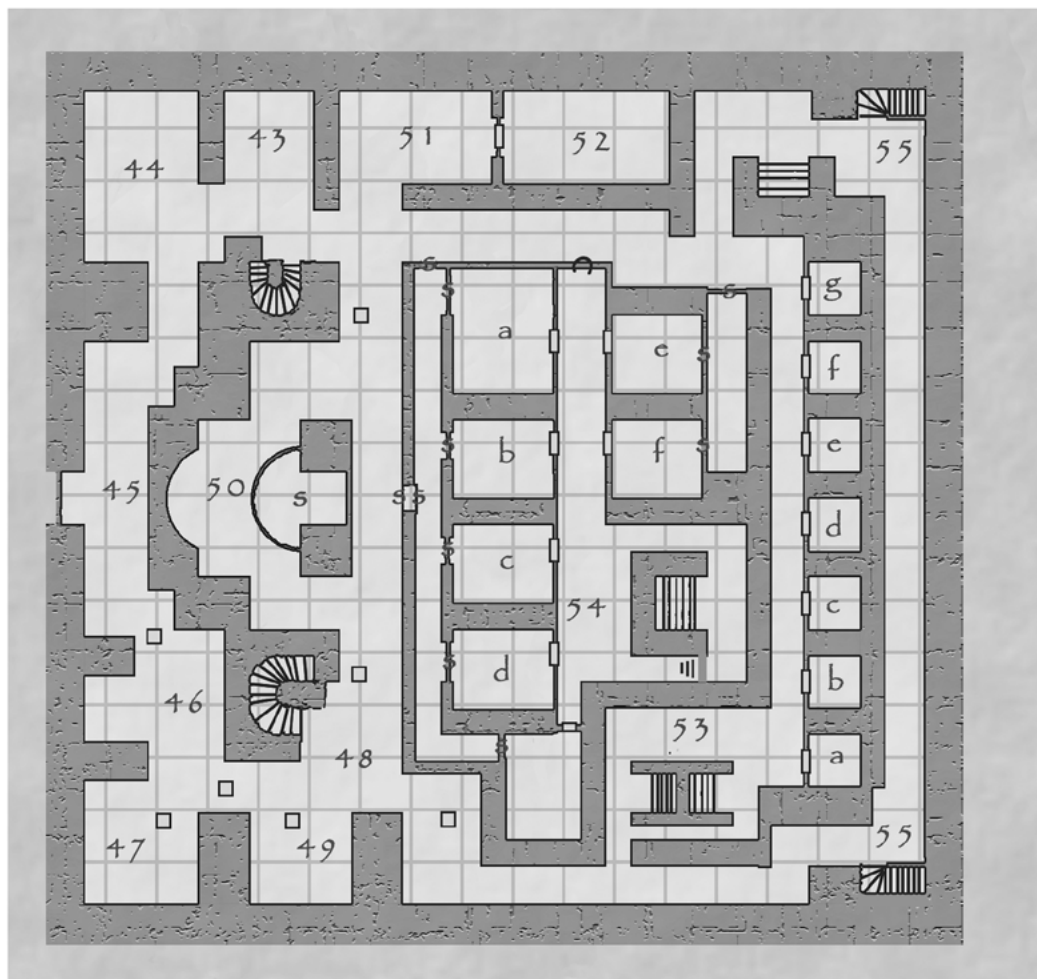
commotion in Area 45 if the din from that area is great indeed, so immersed are they in their game.

The alcove to the north contains weaponry: longbows, arrows, maces, ranseurs, broad swords, and battle-axes.

UNGERN X 4 ((LE Medium humanoids) HP 16 (HD 2d8+6), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, scimitar, longbow, dagger and 4-40gp worth of jewelry and coin.

AREA 47: SMITHY

Behind the grate in front of this chamber is a large furnace and sundries associated with a smithy, including hammers, an anvil, workbench, several crates, and piles of wood.



Level 6

The smithy is a fairly important place in the ziggurat, even though it is rarely used. The ungerm smith is a master of his craft and creates armor of extraordinary strength and blades that are wickedly sharp and light. In addition to all the material used in a typical smithy, there are five crates of metal ingots from Aufstrag. These are very valuable, as this metal can be used by a master smith to make armor and weaponry that confers a +1 armor class to armor made of it or +1 to damage for weapons made from it. These ingots also have a bluish lustre to them, which can be enhanced by smelting techniques. There are no finished pieces in the smithy at present, and beyond the ingots, little else of value.

AREA 48: GUARDS, CHAMBER

Metal grates surround this chamber with large open doors leading in and out of the room. The entire room is bathed in an eerie blue light. Within are racks of weaponry: bardiches, longswords, bows, as well as shields, helmets, and arm and leg greaves.

This area is for weapon storage and serves as a gathering point for the guards in time of conflict. No one is here at the moment. A blue light emanates from the bardiches, all of which are made from the ore that glows blue. They each confer a +1 damage in combat.

UNGERN X 4 (LE Medium humanoids) HP 16 (HD 2d8+6), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, scimitar, longbow, dagger and 4–40gp worth of jewelry and coin.

AREA 49: WOODWORKING ROOM

The area behind the bars has a large workbench covered in tools. There are piles of wood on the floor and leaning against the wall, tools piled on shelves, and planks of wood in the process of being hewn into smaller pieces.

This is the woodworking room. Primarily bows and arrows are made here, though occasionally other objects of use to the ungerm are made as well. Often any tables, chairs, or beds are made in the town outside and brought here. There are dozens of types of tools here: hammers, files, planes, saws, nails, and other items that the characters may find of use. The woodworker is not presently in the facility. He does have a stash of finely made arrow shafts in a special box underneath the worktable. There are two-dozen arrow shafts made for short bows, and when fixed to arrow tips, they confer an extra 50 feet to the arrow's range.

AREA 50: FOYER

This is a preternaturally dark room. Flames flicker in sconces but cast little light upon the floor and walls. A broad statue of the Horned One, painted all in blue,

dominates the south side of the room. This grinning beast sits upon a throne holding a sceptre in each hand. A red glow from the torchlight masks the whole in an eerie, scabrous orange sheen.

This area has steps leading down from the secret chamber above (near Level 7, Area 59 and Area 56, see map Level 7). There is also a statue of the Horned One on the wall to the south. It is a secret door that leads to a narrow set of steps going down. Opening the door is managed by pulling the sceptre in the left hand of the statue downward. This opens a narrow panel in the throne portion of the statue. This secret door leads to a tunnel only three feet wide.

AREA 51: SERVANTS' ROOM

This spartan room has bare walls. Inside is a single table with five chairs around it and several against the wall. The table has the remains of a meal on it. One large metal lamp hangs from the wall, illuminating the entire room. Two thin, ragged orcs sit in here talking to a rather fat, ugly human.

This room is used by the servants of the priests for eating and lounging. Currently the orcs and human are arguing over a bet. The orcs have only daggers and serve the priests who stay in Areas 53A–G. They will not fight unless provoked, and then try to run away and warn their masters. The human, Gideous Filch, serves the priests likewise and is hoping to become a priest one day. He has some abilities. Gideous will not fight unless cornered. He carries no weapon though. He attempts to explain away his presence here and even offers to convert if his life is threatened. If he can escape, he warns others in the complex of the characters' arrival.

ORCS X 2 (CE Medium Humanoid) HP 15 (HD 2d8+6), AC 13, Spd 30. Str 16 Dex 12 Con 16 Int 7 Wis 11 Cha 10. Perception 10. Intimidation +2. Scimitar +5 (1d8+2) or Heavy crossbow +5 (1d10; 100ft/400ft). SA Darkvision 60ft; Double move. They carry daggers and 2–20gp in various coins.

GIDEOUS FILCH (LE Medium Human): HD1d8 (HP 4), AC 10, Mv 30ft. Str 10 Dex 10 Con 10 Int 10 Wis 10 Cha 10. Perception 10. Cudgel +2 (1d6). SA Cantrips: Guidance, Thaumaturgy. Treasure: 1d6cp.

AREA 52: SERVANTS' CHAMBER

This room contains five wooden beds and a large cabinet. There is a sconce on the wall. It is fairly dirty and unkempt with a wide, full bedpan near the door.

Servants use this room. All the beds have been used and are in disarray. Some dishes are piled beneath an unused bed. The bureau contains three cloaks for servants, several pairs of shoes, some hats and two packs. The packs belong to the orcs from Area 51. They contain traveling equipment: a tinderbox, two pans, dried food goods, a small knife, 20 feet of cord, a hatchet, and two empty water flasks.

AREA 57: FOYER AND PRIESTS' QUARTERS

The stairs descend into a narrow chamber with several hallways leading off from it. Two burly ungeru warriors are in here sitting at a table. They stand and reach for their swords. The walls are plastered and painted in a blue-green shade, with images of priests marching towards a great fortress of spiralling towers.

The two ungeru guards will raise an alarm and attack any but priests who enter this area. The guards from Area 48 will come to investigate. Should anyone dressed in priestly garments enter, they will be ignored, as will those moving with him. If the trap has been set off in Area 36, these guards will have gone up to investigate. The lever for the trap mechanism in Area 36 is located here. A metal rod is placed above the table. Pulling it down resets the trap in Area 36.

AREA 57A-G: GUEST ROOMS

Each of these rooms is reserved for priests or special guests. Each room is panelled in a dark pine and, unless otherwise noted, has two bunk beds, a table, two chairs, and a washbasin within it. The rooms also contain the personal items of those who are staying there.

AREA 57A: EMPTY ROOM

This room is unlocked and empty other than the furniture mentioned above.

AREA 57B: EMPTY ROOM

The door to this room is locked. The current occupant is on Level 7, Area 63A being tortured.

The door opens into a rank room. A small pool of blood is on the floor. One of the beds is unmade and the table is overturned. A trunk, opened and obviously ransacked, has been thrown against a wall. Clothes and small personal items are scattered about the room.

One of the merchants who delivers silk to Ludensheim, Martin Hunderd, was invited to stay here. Little did he know the Witch Queen believes that he was giving out information about the ziggurat, so she has him brought here to be tortured and executed. He is currently on Level 7. Going through the personal items, the characters' recover a comb, some make-up sticks, a large skeleton key with the Number 18 engraved upon it, and a writ with an order for 20 bolts of silk. The key is to Martin Hunderd's house in Ludensheim.

AREA 57C: ROOM

The door to this room is unlocked and is empty other than furniture.

AREA 57D: ROOM

This door is closed, and from beyond, a muffled humming can be heard. A large gold embossed horn hangs above the doorframe. The room beyond is bare, except for a single male in a loincloth sitting on a black

bearskin rug humming. A candle and a bowl rest on the floor to his right.

This priest is communing with the vestiges of Unklar's spirit and has been for some time. Goblitts bring him enough food and water to stay alive. The priest does not initially recognize any intruders as hostile since he is busy. However, should anyone disturb him, like entering the room and doing anything other than grabbing the bowl, he angrily comes out of his trance and attacks whomever disturbed him.

The horn above the door is not actually gold embossed. It is, rather, gold-painted embossing and is used to denote a priest is busy. There is nothing else of interest in the room.

POSTULANT (LE Human Monk) HP 45 (HD 6d8+12), AC, Spd. Str 12 Dex 15 Con 14 Int 10 Wis 14 Cha 13. Perception 15(+5). Acrobatics +5, Arcana +3, Insight +5, Religion +5, Stealth +5. Sv: Str, Dex. Unarmed Strike x3 +5 (1d6+3). SA Ki (6 points; 1 point grants any of the following: Flurry of blows-2 bonus attacks plus enemies knocked prone (Dex DC 14 neg.) or enemy can't take reactions till monk's next turn ends; patient defense-dodge as bonus; step of the wind-disengage or dash as bonus), Deflect Missiles, Slow Fall, Extra Attack, Ki-empowered strike (unarmed attacks=magical), Stunning Strike, Wholeness of Body (action; heal 18 hp; one use then must long rest).

AREA 57E: PRIEST ROOM

The door to this room is slightly ajar, and firelight spills out from around the frame. Within, several guttural voices can be heard talking.

Two orc priests are putting on robes for a meeting with the Witch Queen. These orc priests are from Festung Akt and have travelled here to consult with the Witch Queen about the movement of troops from there to here. They leave the room only if there is a fight in the hallway or in one of the other nearby chambers. Otherwise, they are unconcerned with the arrival and movement of anyone in the ziggurat. However, if any large combat occurs, they will aid the Witch Queen's forces.

They each carry robes with red lapels. Each also has a trunk with personal items within. The first trunk has robes, clothing, and other items of that nature; the second trunk contains 200 imperial gold coins, a small silver chalice worth 100gp, several sheaves of paper describing the troops to be sent here from Festung Akt, a ceremonial wand with two horns at one end, incense sticks, and a black glass orb in a velvet bag. Other than the orb, everything in here is meant for the Witch Queen. There is a map amongst the sheaves of paper, showing the location of Festung Akt and the route of travel for troops.

The orb is a magical item. When removed from the bag, a silvery symbol makes itself apparent within. It is the symbol for the god of healing. Lifting the orb up and intoning the name of the god of healing causes all within 25 feet of the orb to heal 2-16 hit points-friend and foe alike. It can be used twice a day.

ORC PRIESTS X 2 (LE Medium Humanoid) HP 15 (HD 2d8+6), AC 13, Spd 30. Str 11 Dex 12 Con 16 Int 7 Wis 15 Cha 10. Perception 10. Intimidation +2. Staff +3 (1d8+1). SA Darkvision 60ft; Double move; Spellcasting (Save DC 14): Cantrips – Guidance, Sacred Flame, Thaumaturgy, 1-level (2 slots) – Bane, Inflict Wounds.

AREA 57F: EMPTY ROOM

This room is unlocked and empty other than furniture.

AREA 57G: PRIEST ROOM

The door to this room is locked. A groaning sound comes from within.

This room contains a lone priest. He sits upon one of the beds groaning, as he has lost his flute (see Level 2, Area 5). This priest is difficult to arouse, so distraught is he at having lost his flute; he has come here to be alone. Several sheaves of sheet music are on the floor (reference Level 2 Area 5).

PRIEST (LE Human Clr 2) HP 9 (HD 2d8), AC 12, Spd 30ft. Str 10 Dex 10 Con 10 Int 10 Wis 14 Cha 11. Perception 14(+4). Medicine +4, Religion +4. Sv: Wis, Cha. Staff +2 (1d8). SA Spellcasting (DC 12; +4 spell attack): Cantrips – light, sacred flame, thaumaturgy; 1-level (3 slots) – bless, inflict wounds, sanctuary. He has leather armor, a staff, and 18gp worth of jewelry and coin. Challenge 1/2 (100 XP)

AREA 54: FOYER AND GUESTS' QUARTERS

This corridor is paneled in dark wood. There are seven doors in the corridor. Draped between each is a small tapestry, each sewn in a checkerboard pattern of blue and red squares.

The tapestry at the end of the hallway covering the concealed door is magical. The Witch Queen can peer through it from another tapestry in her room (Level 7, Area 75). She can also send small items or creatures through it. Whenever the characters are in this corridor, there is a 1 in 20 chance the Witch Queen is looking through it. If she sees the characters, she raises the alarm and sends something through the tapestry to molest the party. Refer to Area 75 for the available pets she can send through.

AREA 54A: EMPTY ROOM

Other than furnishings, this room is empty.

AREA 54B: CLOAK ROOM

There is a large oaken door here. This room is well furnished. There is a four-poster bed, a desk with one drawer, a pedestal with a washbasin on it, a bureau, and a large plush chair. The paneled walls are draped in tapestries and a large rug is on the floor.

No one occupies this room at the moment. Several cloaks are in the bureau. The pedestal is an intelligent mimic. It will note, after some time and especially if the characters converse a lot,

that they do not belong here. The mimic is cursed and is usually tasked with killing the room's occupant. However, it is of no particular bent to do so with the characters. The mimic wants to leave. It will make its wishes known.

The mimic has little to bargain with, as it has been in here a long time and cannot even remember what the rest of the ziggurat looks like. It does know there is a secret door on the far wall and how to open it. It also knows that the Witch Queen's lieutenant carries a rod that, if broken, will release it from its curse. Should the characters undertake to please the mimic and break the rod, it will also reveal a secret panel in the floor underneath the bureau. In a small compartment is a necklace worn by a near permanent occupant many years ago. It is an *amulet of protection against poison* allowing a +3 to all saving throws versus poison.

If pressed, of course, the mimic will defend itself.

MIMIC (N Medium Monstrosity) HP 58 (HD 9d8+18), AC 12, Spd 15ft. Str 17 Dex 12 Con 15 Int 5 Wis 13 Cha 8. Perception 11 (+1), darkvision 60ft. Stealth +5. Pseudopod +5 (1d8+3 and target stuck/grappled (Escape DC 13), Bite +5 (1d8+3 plus 1d8 acid). SA Shapechanger, adhesive, false appearance, grappler (advantage on any creature grappled by it).

AREA 54C: CLEANING ROOM

A large oaken door rests securely in place here. This room is cluttered with junk. There is a four-poster bed piled high with towels, blankets and clothing. A desk is pushed up against a wall and cluttered with serving dishes, plates, flatware, and scraps of food. A pedestal has been knocked over, and a cracked washbasin lies nearby. A bureau with open doors is piled high with clothing. Tapestries line every wall except the north, where that tapestry lies in a heap on the floor.

The goblits use this room to pile cleaning material, plates and junk from other guest rooms. This room is dusty and messy. The secret door on the far wall is easy to note since the goblits have not taken care of it (DC 10).

AREA 54D: EMPTY ROOM

This room is empty except for furniture.

AREA 54E: CANDLE ROOM

Many candles, smoldering and smoking with sputtering green flames, adorn the floor and furniture in this room. A bed, bureau, chest, several stools, a chair, and a table all have candles perched on them casting a greenish tint to the entire room. Above, smoke has gathered in a thick black blanket, collecting faster than the flues can carry it away.

An emissary from Festung Akt, the priestess Kasanadra stays here but is not here at the moment. This priestess has brought a message from her lord of Festung Akt. The Witch Queen is to submit to him and follow his will, or else he shall open the holes of the spider eaters and send them her way.

Kasanadra has stored several valuable items in this room while she is speaking with the Witch Queen. There is a small wooden trunk under the bed. It is only 12 inches high and 16 inches long. A series of five small locks run down its front and back, although there is no telling which side is the front and which is the rear. Each conceals a hinge, and when all the locks have been successfully picked, the trunk's lid snaps open in the middle of the top. Each lock is a DC 15. The interior of the lid is lined with fairly thick glass tubes containing acid. If the chest is hurled or broken open, the tubes will break and destroy everything in the trunk as well as a good portion of the trunk itself.

The trunk is designed so that it takes time to open. And time is deadly in this room. The thick black cloud above is really a living entity that can sense those in the room. It is attuned to the trunk and its one purpose is to guard it. It is not the best of guards (being made up of little more than smoke), and it takes time for it to realize that someone is messing with the trunk. There is a word that stops it from meddling: Ardanasak (Kasanadra reversed). Each time a lock is picked (with the key or not), the creature makes an intelligence check. If it succeeds, it attacks. Each time a lock is picked after the first, it receives a +1 to this check.

Within the trunk are several letters and scrolls, a ring, three potions, 25pp, and, of course, the vials of acid. The letters are to the Witch Queen and outline the demands of the lord at Festung Akt. There are three magical scrolls. The first has *invisibility*, *lightning bolt*, and *freezing rain* on it. The second has *acid arrow* on it. The third has *magic missile*, *shield*, and *shrink* on it. The ring has a raised portion emblazoned with a small arrow. This ring can be used to open the postern entry to Festung Akt. The potions are *cure serious wounds* (4 droughts), *restore* (1 drought) and *gaseous form* (3 droughts).

SMOKE GUARDIAN (NE Large Magical Beast). HP 19 (HD 2d10+2) AC 16, Spd 10ft; 30ft (fly). Str 15 Dex 18 Con 13 Int 7 Wis 12 Cha 7. Perception 11(+1). Grapple +6 (2d6+2; escape DC 12). SA *Constrict* (automatic damage every round until opponent breaks grapple; escape DC increases by 2 every round). Challenge 1/4 (50 XP). See Appendix A for details.

AREA 54F: SHAMAN ROOM

This room smells rank. It contains a large bed piled high with sheets and pillows, a broad desk with two drawers, a bureau, a trunk, and a large sofa chair facing the far wall, its back to the door. Beside this is a small table. As you watch, you see a clawed, green hand reaching out to the table and grab a crystal glass off of it. Then you hear the filthy, gravelly voice of a humanoid speak.

Gah'dru'nuk, an orc shaman, is staying here. The Witch Queen intends to kill him and he knows it, so Gah'dru'nuk is waiting for his assassin in front of the secret door, a door he knows is there. When he speaks, he uses the Dark Tongue, and unless anyone speaks it, Gah'dru'nuk cannot be understood. He says, "So little assassin, you have come to face me like a War Chief."

Once Gah'dru'nuk realizes that the characters are not his assassins . . . well, they may very well be his killers, but never-the-less . . . he senses an opportunity. He does not attack nor challenge the characters and will even go so far as to supplicate himself to stop from being killed. He tells the characters he is to be killed by the Witch Queen and would rather see her dead and will help the characters in their quest to kill her if they promise to spare him. He tells the characters much about the ziggurat and agrees to show them around and get them past guards if possible.

Gah'dru'nuk is actually using this as an opportunity to get back in the Witch Queen's favor. He seeks to lead the party into a trap. Ideally, he will lead them into the conference hall below (Level 7, Area 66), but at least to the guard rooms where the Witch Queen's cohorts may be (Area 59). Once in either locale, Gah'dru'nuk proceeds to attack the party, screaming and prancing like a maniac all the while.

This room contains little of value. Gah'dru'nuk has prepared himself for battle, so carries a mace and wears his chain shirt. In his trunk, which he suspects will never leave this place, Gah'dru'nuk has left his traveling clothes and gear as well as a small silver statue of some demonic creature worth 100gp, a gold brooch worth 50gp, and a silk cape. He has moved the pedestal that sat in the middle of the room in front of the secret door.

GAMD'RU'NUK (LE Medium Humanoid Orc Shaman) HP 23 (HD 3d8+9), AC 15, Spd 30. Str 16 Dex 12 Con 16 Int 10 Wis 14 Cha 12. Perception 12 (+2). Intimidation +2, Religion +4. Mace +7 (1d8+5). SA *Darkvision* 60ft; *Double move*; *Spellcasting* (Save DC=12; Attack +4) *Cantrips* – *Resistance*, *Sacred Flame*, *Thaumaturgy*; 1-level (4 slots) – *Bane*, *Guiding Bolt*, *Inflict Wounds*; *Shield of Faith*; 2-level (2 slots) – *Blindness/Deafness*, *Hold Person*, *Spiritual Weapon*. (This lawful evil creature's vital stats are HD 3d8, AC 15, and HP 16. Its primary attributes are mental. He carries a +2 mace, chain shirt, and 100gp worth of jewelry.

AREA 54G: EMPTY ROOM

This room is empty except for furniture covered in sheets and dust. This room is used as an access by the Witch Queen and goblitts, so never has any guests in it.

AREA 55: GUARD'S ACCESS TO PLATFORM

The cracked masonry of a spiral staircase dominates this small alcove. The stairs and floor are littered with leaves and twigs and other detritus of the forest. The stairs ascend only a small way to a wooden hatchway with two handles on it above. Midway up the staircase is a metal lever sticking out of the wall.

These stairs lead up to the platform on Level 5. One must release the lever locking them in place to open them. Pulling on the lever unlocks the mechanism holding the door in place. Then one just pushes up and the doors swing out, revealing sunlight or moonlight depending on the time of day.

LEVEL 7 THE TEMPLE

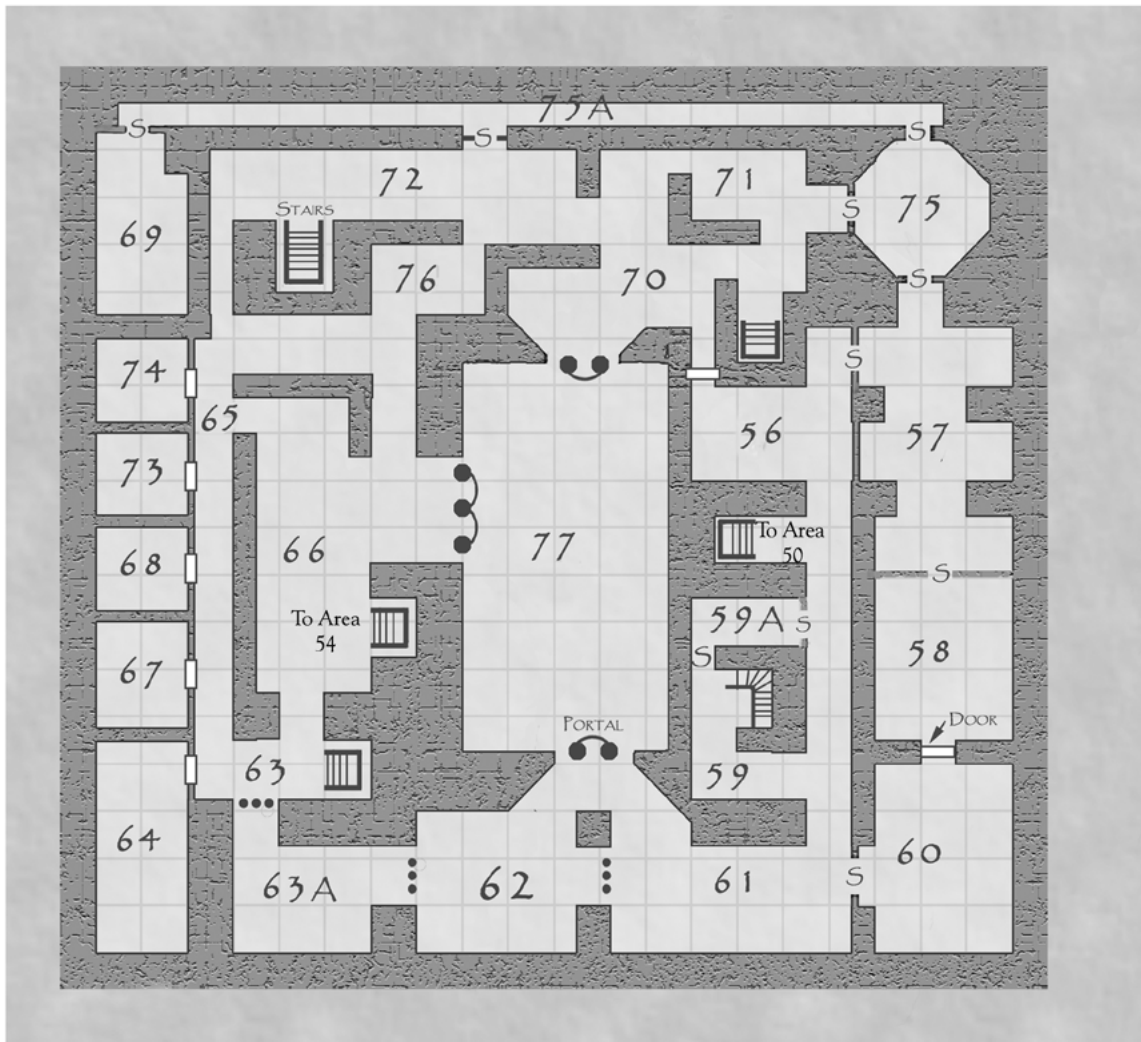
Deep within the ziggurat lives a foul and ancient beast, what the inhabitants call the Crawler Beneath. The Crawler Beneath is actually an Erder Wym, a creature from the Klarglich in Aufstrag, those pits of woe where so many creatures were fashioned by the Horned God at the height of his power. This creature may be encountered at any time. It wanders this level and eats whatever it finds whenever it is hungry. Because the goblitts feverishly supply it with heaps of food, it is generally satisfied. Through many years of experience, it has learned not to molest the unger, ogre priests, and Witch Queen. However, the smell of fresh and new flesh to eat (halfling, elf or dwarf) may excite it. For every turn spent on this level, a wandering monster check should be made. Use a d12, and on a roll of 1, the Crawler Beneath is encountered.

THE CRAWLER BENEATH, ERDER WRYM (CE large dragon)
HP 38 (HD 4d10+8), AC 18 (12), Spd 50ft. Str 17 Dex 15
Con 15 Int 7 Wis 10 Cha 7. Perception 17 (+2), tremorsense,
darkvision 120ft. Stealth +4. Claws +5 (1d6+3), Bite +5
(2d6+3), deafening roar (recharge 6; 120-ft. cone; opponents
deafened 1 minute; less than 4HD flee for 1d6 minutes. 5+

HD, drop items and frightened for 1 minute. Charisma save DC 13 neg. Advantage on initiative, perception, stealth. Multiattack (2 attacks; claws and bite). Immune to cold, blinded. Challenge 3 (700 XP). For complete details refer to Appendix A.

THE CRAWLER BENEATH: This creature is a slithering beast that crawls around the bowels of the ziggurat eating whatever it can. It never molests the Witch Queen, the unger, trolls, or ogres. It sometimes eats a goblitt and occasionally eats a visiting guest—though the Witch Queen attempts to prevent this. The Witch Queen controls the crawler like a well-trained dog. She feeds it prisoners or slaves and makes sure it does not cause too much trouble, but otherwise allows it to roam. There is a 2 in 10 chance during each turn of the first hour the characters are down here that they encounter the crawler. This increases to 4 in 10 during the second hour, 6 in 10 the third, etc., until the crawler is encountered.

If the creature is embattled and roars, it will only alert the Witch Queen on a 1 in 4, as she often hears the beast as it attacks and eats goblitts and other creatures.



Level 7

AREA 56: ENTRY CORRIDOR TO WITCH QUEEN'S ROOM

Upon descending the steps, one is greeted by frosty air. This room is very cold. The walls are plastered with red outlining the slightly blue-gray icy figures carved in relief onto the many panels of this room.

This room is very cold, and the longer one stays in here, the colder they become. For each minute, the temperature drops one degree. The current temperature is 35 degrees Fahrenheit. The characters should be dressed for this weather, or begin to suffer the results: loss of energy, shivering, etc. Once the temperature reaches freezing, the character's attributes are affected in the following manner. These effects last for the equivalent amount of time spent in the room, and the attribute scores return at the rate they were lost. The temperature change is for the first round only. The rate is halved each round until one degree is reached.

TABLE 4: TEMPERATURE EFFECTS

RACE	EFFECT
Elf	every 20° change, -1 each physical attribute
Dwarf	every 15° change, -1 each physical attribute and intelligence
Human	every 5° change, -1 each physical attribute and intelligence
Halfling	every 10° change, -1 each physical attribute and wisdom
Gnome	every 10° change, -1 each physical attribute and wisdom
Half-Orc	every 10° change, -1 each physical and mental attributes
Half-Elf	every 5° change, -1 each physical attribute.

The icy frescoes are of various beasts and animals, beautifully rendered and fascinating in their detail. There are unicorns, dragons, gazelle, and others as well. The reliefs are magically enchanted and even looking at them momentarily allows this magic to work. The person staring at it must make a charisma save at DC 13 or be charmed. The charm does nothing more than cause the character to remain looking at the carving for 1-60 minutes.

The secret door is located behind the only fresco that does not have the capacity to charm those who look at it.

AREA 57: ANNEX AND TEMPLE

This eerie room has blue and red multicolored tiles arranged in a spiral pattern. Spirals emanate from each alcove and center on one in the middle of the room where a pedestal with a small golden statue sits. There are six other pedestals besides this one, one in each cardinal direction away from the central one and in each alcove. On these four pedestals are ivory figurines of snakes in various poses. The walls have a light blue plaster on them with snake images all over them while the ceiling is adorned with nothing more than tiny limestone stalactites.

If the characters do not bother anything in this room, nothing will happen. However, should anything be touched and the proper prayers not said (something which would be impossible for the characters to know), much ill will befall them. The room reeks of evil and a paladin will note it without even detecting evil. The statue in the center of the room is that of Unklar, while the rest are of those muses of pain and hatred, the Four Vipers.

If the golden statue is touched and the proper intonation not made, its mouth opens and a fine blue frosty mist comes out. It is nothing more than very cold air. It continues to emit this cold air until stopped by an incantation. The room is 60 degrees Fahrenheit when the characters enter. The temperature drops by 10 degrees per round until it reaches -20 degrees. The characters must escape the room or suffer the below listed consequences. Removing this statue, as in lifting it off the pedestal, causes the holder to turn to ice unless a constitution save is made at DC 15.

Temporary loss of 1 point of dexterity per round after the fifth round.

Temporary loss of 1 point of constitution per round after the fifth round.

Loss of 1d4 hit points per round after the temperature hits 0 degrees.

Liquids begin freezing.

Metal becomes brittle.

If any of the statues of the vipers are touched without the proper intonations, 1-6 asps form from the images on the walls and fall to the floor in seek of prey. Should they be removed, 10-60 asps come falling from the walls in search of those who took the statues. They also act as lodestones, attracting snakes of all types to the characters for the remainder of their life until a *remove curse* is cast upon them.

ASPS (*Unaligned tiny beast*) HP 2 (HD 1d4), AC 13, Spd 30ft, 30ft (swim). Str 2 Dex 16 Con 11 Int 1 Wis 10 Cha 3. Perception 10, blindsight 10ft. Bite +5 (1 damage + 1d4 poison and victim poisoned for 1d4 days (DC 10 con half damage and negates condition).

AREA 58: WITCH QUEEN'S RECEPTION

This sumptuous room is brightly lit by blue flames leaping out of four large brass braziers located in the corners of each room. The floor is covered in a thick green rug and mounds of sumptuous pillows lie scattered all about it. Bottles and glasses sit near the largest pillow, and a giant golden hookah sits in the middle of it all.

This is the Witch Queen's reception area. She talks to her servants, the unger guard, and visitors in here. The room is a dangerous place to be, as the Witch Queen has made it one in which her powers are amplified. The green carpet can, upon command of the Witch Queen, entangle any standing on it in

the same manner as the 5th level druid's *entangle* spell. The hookah has eight tubes. It can be used as a pipe or the Witch Queen can use it as a weapon. Upon command, the hookah comes to life. The character's can take and use the rug and hookah, but they must learn the proper command words. The braziers contain a magical fluid that the Witch Queen can grab hold of and throw while still afire with the blue flames. These act as tiny *fireballs* and deliver 1d4 points of damage.

AREA 59: GUARD CHAMBER

Two massively muscled creatures sit in here. Their orange skin, covered in a viscous ichor, and fanged mouths in a flat face, bemoan death. Each sits on a large wooden stool, and they carry broad-bladed axes. They furrow their brows as anyone enters and smile menacingly and without the comfort of a good conversation. A heap of bones and rotted meats are piled along the eastern wall.

Two large trolls are always on guard in here; they protect the entry to the Witch Queen's reception room.

TROLL X 2 (CE Large Giant) HP 84 (HD 8d10+40), AC 15, Spd 30ft. Str 18 Dex 13 Con 20 Int 7 Wis 9 Cha 7. Perception 11(+1). 2 claws +7 (2d6+4) and bite +7 (1d6+4). SA *darkvision* 60ft, *enhanced smell* (advantage on smell-based checks), *regenerate* (10/rnd; acid attacks neg.).

AREA 59A: GUARD'S QUARTERS

Three plain wooden beds are lined against the west wall. Pegs line the east wall and a weapons rack is located on the south wall.

There are always 1–3 unger guards located in this cramped space. Ostensibly, they are here to aid the trolls in Area 59, but in reality, they are here to guard the unger priest who lives in Area 60, and go immediately to the secret door in front of Area 60 at the first sign of trouble. The secret doors to this room are accessed by pulling down on a bardiche in the weapons rack in Area 59. The doors then swing open. If there is any commotion in Area 59 or 61, one unger in here goes to warn the priest, while the others investigate or help the trolls.

UNGERN X? (LE Medium humanoids) HP 16 (HD 2d8+6), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); *darkvision* 60ft, Spell resistance, *camouflage* (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold. They each carry a +1 chain coat, and 4–40gp worth of jewelry and coin. Each of these unger wears a broach of protection against arcane magic that allows them a +2 saving throw versus any arcane spell use.

AREA 60: QUARTERS

This smoky, cramped room contains a single large wooden chair, a stone altar, a table with several bowls

on it, a large wooden bed covered in old blankets, and a trunk. The walls are plastered blue and are painted with murals of the Horned One and many followers performing horrific acts of sacrifice. A small bowl in front of the altar contains smoking incense balls.

This room houses the priest of the guard, and unless he is alerted to the presence of strangers in the edifice, he will be here when the characters arrive. Or if battle elsewhere has gone poorly, the priest returns here to recoup. This room, as with many in the complex, is spartan. The altar is a simple stone affair. It is carved in the shape of the Horned One with his hands held aloft. In his hands is a portion of a horn, one-half a real horn, to be precise. It emanates a powerful magic, though is useless without its remaining parts (one part of which was located in the Vargol in *Assault on Blacktooth Ridge*). One of the bowls on the table contains blood, while the other contains water. A pile of incense balls lies between the bowls.

The trunk contains the personal belongings of the priest. It is magically locked, and unless the command word is spoken ("close" in the Dark Tongue, while "open" closes the trunk and sets the trap) when one attempts to open it, a curse may befall all within 10 feet of the trunk. A charisma save at DC 12 must be made to avoid the effects of the curse. The curse causes the afflicted to lose any desire for others' belongings—no matter whose belongings, be it an orc's pantaloons or a dragon's hoard. The afflicted simply will not take material goods that belong to others. The trunk can be removed from the dungeon and kept. It has, over its centuries of use, turned many a dishonest man honest.

In addition to clothing and other personal items, the trunk contains 100pp, a golden goblet worth 500gp, a pearl ring worth 100gp, seven scrolls in the Dark Tongue (*protection from good*, *cause fear*, *darkness*, *lesser restoration*, *glyph of warding* x2, *restoration*) and an ivory baton with a gold tip. The latter item is important, as it is a sign and symbol power. Those who carry it are accorded a great deal of respect by servants of Unklar. If the characters continue with this adventure in *Usurpers of the Fell Axe*, this baton allows the carrier of it unhindered access to the Temple in Filf.

UNGERN PRIEST (LE Medium humanoids) HP 23 (HD 3d8+9), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), morningstar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); *darkvision* 60ft, Spell resistance, *camouflage* (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold, Spellcasting (save DC is 13; +5 spell attack) Cantrips – light, sacred flame, thaumaturgy; 1-level (3 slots) – bane, bless, command, cure wounds, inflict wounds. He carries chain coat, a morningstar, and 120gp worth of jewelry and coin. Challenge 1.25 (XP 225)

AREA 61: RECEPTION HALL

Large tapestries, with scenes of huge armies being led by a beast of unimaginable terror, cover all the walls in this

room. A massive, octagonal, oaken table dominates its center. Four bright braziers are located in each corner. The floor is covered in several carpets. There are no chairs and the table is clear.

This room is empty and has nothing of interest in it other than a gold coin stuck underneath one of the legs to the table. The coin is ancient and has been used to prop up the leg to even out the table's wobble. It is worth 20gp in weight but 1000gp as a collector's item.

AREA 62: GUARDS' QUARTERS

Thick metal bars with doors built into them enclose the entries to this room. Within are a half-a-dozen wooden bunk beds with blankets and other odds and ends piled on them. A weapons rack, bristling with axes, bardiches, swords, and bows sits in the center of the room. The floor is covered in filth that reeks like a cesspit. Smoldering sconces light the room in a dark orange.

This is the guards' room. There may or may not be any guards here depending on the characters' actions and whether or not they have gone on to other parts of the complex. If none have been called to duty, there are 3–6 ungeren guards in here. There is a 25% chance that any will not be wearing any armor but weapons will be close by. There is no treasure to speak of in this room excepting the armor and weapons and the items carried with the ungeren.

UNGEREN X 7-6 (LE Medium humanoids) HP 16 (HD 2d8+6), AC 15, Spd 30ft. Str 18 Dex 11 Con 16 Int 10 Wis 14 Cha 9. Perception 12 (+2). Stealth +8, Claws +6 (1d4+4), Gore +6 (1d8+4), scimitar +6 (1d6+4), longbow +3 (1d8+4, 150/400). SA Able Tactician (advantage on attack rolls if 5' from ally), Multiattack (claws, sword, gore); darkvision 60ft, Spell resistance, camouflage (Advantage on Stealth), master archer (advantage on ranged attacks, add str bonus to damage) Immune to cold.

AREA 63: HALL

This ominous room has several exits that are covered in bars with thick metal padlocks on them. The floor is greasy with filth of some nature mixed with water dripping from the ceiling. A table sits in the alcove. It is piled with chains, locks, manacles, ropes and a variety of padlocks and a box of keys. The wall to the east has a large mural of prisoners being brought before a tribunal.

The ungeren use this room to prep prisoners and keep an eye on them—they are usually in 63A. The concealed door in the alcove is not concealed from this side. It is plain to see once one looks in the alcove.

63A: PRISON

This nasty room is covered in filth. The bare walls are scorched and have chains and manacles hanging from them. One bruised and scarred person, covered in filth and blood, is chained against the far wall.

This is a prison. Martin Hunderd is the only person in here at the moment, but this is the perfect place for the Castle Keeper to have a few prisoners chained up to replace those party members who may have been killed.

Martin Hunderd is a merchant from Ludensheim who was beguiled by his superior and once worked for the Witch Queen. He is no longer beguiled and sits here bloodied and bruised on the verge of death. If he is revived, he will help the party as best he can and beg to be returned to Ludensheim. He retains little memory of the events that have occurred during his enslavement, but can impart some information, such as his superior's name, etc. He has no memory of how he got here or what happened from the moment he was enslaved.

MARTIN HUNDERD (This neutral good human commoner's vital stats are HD 1d8, AC 10, HP 4, Perception 10, Attack +2.)

AREA 64: SCRIVENER'S ROOM

This is a dark-paneled, though flimsy looking door. This is a large wood-paneled chamber, somewhat messy with a wide bed in it, three desks, a bureau, two trunks, a thick rug in its center, and several lamps burning brightly hanging from the walls. The desks are heaped with papers, quills, inkpots, and models of various contraptions as well as miniature temples, towers, and forts.

The scrivener will be in here if he escaped from upstairs or was not in the library (Area 35). This room is fairly messy and unkempt. The desks are essentially full of personal papers, diaries, and missives, though mostly drawings and designs for temples, forts, siege machinery, and the like. The drawings will fetch quite a sum to those who value such things. From 100–1000gp will be offered for eight of the drawings. These show how to increase the range of a ballista, the accuracy of a trebuchet, the strength of a castle wall, and increase the pounds of force delivered by a battering ram and similar things. The models are useful, though not necessary for the correct making of these implements. They will add 10% on to the offer mentioned previously. Otherwise, the desks simply have quills and inks on them.

One of the trunks has clothing within. The other trunk is locked and contains various objects valuable to the scrivener. Everything is neatly and fastidiously arranged in this trunk. A small model of a trebuchet and parchment is in here. Following the instructions on the plan will produce a trebuchet with 15% more power, range and accuracy than normal. The plans are worth up to 3000gp. There is a stack of letters containing innocuous meanderings and observations about the environment around the ziggurat. There is a small wooden box with 12 rubies in it worth 10–100gp each. There is a lock of silken white hair about one foot long. This was taken from a unicorn's mane many years ago and is very, very valuable. The rarity of unicorns is known to all, and the fact that many died in the cooking of Unklar's kitchens in Aufstrag, makes this lock of hair even more rare. The hair is worth about 500gp. It can also be woven together to make a bowstring. The string is unbreakable and imparts a magical quality to the bow, giving it a +1 to hit. In a small bag there are 22 platinum imperial crowns

in here also, each worth 20gp. A monocle with a gold rim lies on top of the wooden box. This monocle is magical and allows the person who places it in their eye to translate anything into a language intelligible to the reader.

The remainder of the stuff in the room is rather mundane other than the two lamps. The lamps are essentially ever burning, as they contain tiny fire elementals. Close examination of the lamps reveals that they are covered in magical scrawls and pentagrams. Opening the lamps releases angry fire elementals that will attack whomever is near.

FIRE ELEMENTALS X2 (*N Medium Elemental*) HP 13 (HD 2d8), AC 15, Spd 30ft (fly). Str 15 Dex 14 Con 13 Int 8 Wis 12 Cha 7. Perception 11(+1). Slam +5 (1d6, plus 1d6 fire). Burn (any combustible materials set ablaze on a successful hit; Dex DC 13 neg.) Immune to fire, vulnerable to cold. Challenge 1/2 (100 XP).

AREA 65: HALL

This long, narrow hallway is lined with many doors on its south side. The walls are bare, and each footstep echoes ominously.

Often there are several goblitts sleeping in this hallway, ready to run errands for any who come by. There is a 75% chance for 3–12 goblitts in here.

GOBLITTS (These chaotic evil creatures' vital stats are HD 1d4, AC 10, HP 2 each. Their primary attributes are none. If pressed to attack, they can do so with a single claw for 1–2 damage. They carry nothing.)

AREA 66: HALL

Three giant wolves range the center of this broad chamber. They glare menacingly and begin to growl. The hallway is otherwise plastered and painted a brilliant blue and red. On the south wall is a mural of 13 females dressed in black robes ascending an edifice much like the ziggurat at the top of which sits a horned beast-Unklar.

The wolves are actually worg guards. They can sniff out those of good alignment, and unless the characters are wearing robes of some sort or are attended by a resident of some rank, the worgs attack. If they attack, the noise likely awakens the rest of the area (especially those nearby) of intruders.

WORGs X 5 (*NE large monstrosity*) HP 26 (HD 4d10+4), AC 13, Spd 50ft. Str 16 Dex 13 Con 13 Int 7 Wis 11 Cha 8. Perception 19(+4/adv.), darkvision 60ft. Bite +5 (2d6+3). Keen senses (Advantage on Perception), trip (on successful bite, victim knocked prone; Str DC 13 neg.).

AREA 67: PRIEST'S CHAMBER

Here is a large oaken door strapped with iron plates with a large keyhole. The room beyond is smoky and Spartan with but a cot, small table, bearskin rug, mirror, chair, and a bureau. The walls are plastered blue. A small niche

is set into the south wall with an ivory statuette in it. On the floor in front of this is a bowl with smoldering incense balls in it. A lantern hangs from a metal rod in the wall. The table has a candlestick and an opened scroll. The priest who resides in this room, Nadlus Ded, is very a severe person, hence the Spartan nature of the room.

The bureau contains clothing and vestments for a high priest. They are well kept and clean. There is an upper shelf in the bureau upon which is a mace, large belt, chain shirt, iron metal wrist bands, and two vials. The mace is ornate and the metal flange glows blue. It delivers an extra two points of damage when it hits. The vials contain potions that heal 1d8 points of damage when consumed. There is one drink in each. The iron wristbands, when worn, create a shimmering sheen of ice over the wearer. This ice shield can absorb 20 hit points of damage before breaking in 4 hit point increments (it can absorb a maximum of 4 hit points per round). It takes 24 hours for the iron bands to regain this power once all 20 hit points are absorbed. Nadlus will be wearing these items if he has forewarning of the characters' presence and expects battle.

The scroll on the desk is a series of prayers Nadlus is memorizing. They are to the Horned One, Unklar.

NADLUS DED (*CE human cleric 5*) HP 29 (HD 5d8+6), AC 16, Spd 30ft. Str 11 Dex 14 Con 12 Int 16 Wis 14 Cha 18. Perception 12(+2). Deception +6, Persuasion +6, Religion +5. Sv: Int, Cha, Wis. Dagger +4 (1d4+2; 10ft/30ft). Multiattack (2 dagger attacks); Spellcasting (Save DC 12; +4 attack) Cantrips – guidance, resistance, sacred flame, thaumaturgy; 1-level (4 slots) – command, inflict wounds, shield of faith; 2-level (3 slots) – hold person, spiritual weapon; 3-level (2 slots) – animate dead, bestow curse; Channel divinity (1; command undead, smite good (+1d6 necrotic damage); Destroy undead (CR 1/2). He carries nothing at the moment, but in case of battle, will dress and carry the items mentioned above.)

AREA 68: PRIEST'S CHAMBER

No one lives in this room at the moment, and it is completely empty.

AREA 69: TELEPORTATION ROOM

The secret door to this room is exceedingly difficult to locate. All searches are conducted at DC 20.

The door opens onto a long, narrow room. Blue and white ceramic tiles, dusty and worn with age, adorn the floor. The walls are plastered and painted a dark orange with a zigzagging blue pattern across them. At the far end of the room is a plush white carpet upon which sits a small golden bowl as well as a massive mirror encased in a silver frame.

This room contains the mirror through which the Witch Queen contacts several of her cohorts in Ludensheim, the Slag Heap, and Festung Akt. The room itself is a danger to enter. The pattern of zigzagging blue lines on the wall casts a *confusion* spell on any who enter the room and fail a wisdom saving throw (DC 15).

The tiles upon the floor are likewise potentially dangerous. Anyone who enters the room without intoning Unklar's name comes under the effects of the tiles. With each step, the character must roll a d6. A 1–3 indicates a blue tile has been stepped on, while a 4–6 indicates a white tile has been stepped upon. Stepping on a blue tile causes the character to slip as if on ice if a successful dexterity saving throw (DC 13) is not made. The white tiles cause a jolt of frost, causing 1d4 points of damage, with a successful constitution save (DC 13) negating that.

Mirror of the Witch Queen The mirror is one of 12 created in the pits of Aufstrag by Nulak–kiz–din in ages past. They are oval shaped, tall, narrow, and framed in ornately carved cherry.

Each mirror is a communication device allowing the users to speak and hear as if in the same room. Powerful creatures can cast spells through them as well as walk through them. Though the latter can end in death as often as not.

Fresh blood must be sprinkled on it to activate it. A minimum of 5hp of damage must be caused to the person spilling blood on it. At the same time one is spilling the blood, the incantation writ upon the frame must be intoned. Once this is done, the mirror can be peered through to any other mirror.

Spellcasters of 10th level or higher can cast spells through them with a successful intelligence check (DC 15). Any 15th level or higher hit dice creature can move through them with a successful intelligence check (the Witch Queen can move through the mirror with a check). Failure means instant death.

If the Witch Queen has recently passed through the mirror, she will place a curtain over the receiving mirror so that the characters see nothing. If she has not and the characters peer through it, they will see a massive bare–stoned walled room with a statue of the Horned One sitting prominently in the middle of it. This looks into the mirror room of Festung Akt.

AREA 70: HEAD SHRINKING CHAMBER

This foul smelling alcove has several tables in it with vials and jars of liquids and a few heads on them. The walls are adorned with cutting implements, ropes, cords and many strange looking metal devices. A large pot sits in the middle of the room over a low flame.

This alcove is where heads are shrunk. Currently, the pot is bubbling and holds six heads being boiled down in some nasty frothy liquid.

AREA 71: GOBLITT CHIEF'S CHAMBER

A ragged tapestry covers a portal that opens onto a small chamber. Within is a large bed of hay with many rotting blankets and pillows thrown upon it. The walls are adorned with many nails and spikes from which hang a variety of lamps, utensils, tools, cloaks and some weaponry. A pile of dirty plates and spoiled food with roaches and spiders crawling on it sits in one corner.

The goblitt chief is almost always with or near the Witch Queen and rarely in this room. There is little of value in here except

for a few items the goblitt has taken and hidden away over the years. These are buried in his bed in a small sack. It will take a careful examination of the bed, approximately 10 rounds, to locate the sack.

It contains a small wooden bottle with a rune of water engraved upon it. A silver plate worth 10gp, a spoon, a fork, a knife of cutting, a gem worth 100gp, and a necklace worth 50gp. The wooden bottle is magical, and by simply saying “water” while holding it up, causes it to fill with one quart of water. This can only be done once every six hours. The spoon, by all appearances a plain wooden item, nevertheless, is magical. The word “soup” is engraved upon it, but this engraving is so covered in grime and worn that it is barely visible. By saying ‘soup’ while the spoon is in a bowl, it creates one quart of a thick, frothy stew.

GOBLITT CHIEF (*This chaotic evil creature's vital stats are HD 3d4, AC 12 and HP 10, Perception 12 (+2), darkvision 60ft. His ability scores are all average. He attacks with a short sword for 1–6 damage; +4 to hit. Challenge 1/8; 25 XP*)

AREA 72: HALL

This broad hallway is littered with bones and huge piles of fecal matter. Unlike much of the rest of the edifice, there are no murals on these bare stone walls but many scratch marks.

This is where the Crawler Beneath eats most of its meals. If the Crawler has not been encountered by this point, it will be encountered in here.

AREA 73: STOREROOM

A dark oaken door with a thick padlock confronts you. The door opens into a dark, cramped room filled with boxes, crates, baskets, and ceramic jugs piled atop one another and on shelves.

This storeroom contains, for the most part, mundane material used for the upkeep of the complex. There are many tools (chisels, hammers, cut nails, pitons, etc.), building material (hinges, sconces, cut nails, etc.) and supplies (jugs, jars, and other containers). Many of the items in here may be of use the characters, but little is of any value.

AREA 74: STOREROOM

The door to this room is unlocked and partially open. It contains many boxes, crates, sacks, piles of food such as potatoes and carrots.

This room has some dried foods in and nothing else.

AREA 75: WITCH QUEEN'S CHAMBER

Before you is a magnificently adorned octagonal bedroom. The blue plastered walls and red ceiling highlight a raised stone platform in the room's center. This is framed on all sides by red diaphanous curtains and piled high with silken pillows and throws. The floor is laid with thick white ox-skin rugs. Some the walls have

floor-to-ceiling shelves filled with books, papers, small chests, jars, vials, personal items, clothing, blankets, and all manner of interesting items; other facets have large tapestries hanging from them depicting various animals. The most interesting of all though are the cages. There are a dozen or more small cages in the room with exotic animals in them—a colorful parrot, a pot-bellied lizard, screeching ferrets, a multi-colored toad, albino rats, and a slithering green snake.

This is the Witch Queen's personal chamber. If she is not in the great hall, she will most likely be in here. The pets will all start screeching and making noise as soon as anyone enters the room. Four are familiars of the Witch Queen (parrot, toad, pot-bellied lizard, and one of the albino rats). The one activated as a current familiar will be with the Witch Queen (her favorite for the complex is the toad) and not in the room.

The tapestries each depict one of the familiars. They are magically attached to the familiars such that they, the familiars, come from the tapestry and not the wild. Also, the tapestry in Area 54 is a complementary tapestry, whereby any familiar summoned from one of these tapestries can travel through its originating tapestry into the compliment tapestry. When holding a familiar in front of a complementary tapestry, she can see through the tapestry in Area 54. These tapestries can be taken and familiars summoned out of them.

One tapestry covers a concealed door to the hallway. The Witch Queen uses this to escape to the mirror room if confronted and she has time to leave.

The room contains many mundane items of value. The nature of these should be left up to the Castle Keeper but should befit a vain and self-obsessed person concerned with beauty. There are rare perfumes, silver combs, fine silks, exotic make-up, brooches, jewelry, and other items totaling 3000gp in value.

Some valuable magic items are also located in the room. There is a *staff of the python* located beside the bed, a *ring of animal friendship* in a small chest with about 30 other rings of non-magical nature, and a *potion of longevity* is located in a small box with some perfumes. There are also three scrolls mixed in with sheaves of paper each containing 1–3 clerical spells of 1st – 3rd level (Castle Keeper's choice). Finally, the Witch Queen has a book of magic with 16 arcane spells written in it (again Castle Keeper's choice). Her ultimate goal is to unlock the secrets of arcane magic to bolster her already growing power. As such, of all the items in the room, this is the one she will take if fleeing.

AREA 75A: SECRET CORRIDOR

This corridor is narrow, only just big enough for a single man to walk down. Its roof is low and drips cold water. There are many small limestone stalactites and stalagmites.



This corridor is known only to the Witch Queen, the goblitt shaman, the ungerm wizard and chief of the guard. It is rarely used.

AREA 76: WAITING ROOM

This small aperture contains two plush chairs leaning against the wall and a brown bearskin rug between them.

This room is a waiting area.

AREA 77: GREAT HALL

This massive chamber is dominated by a huge pot in its center. A fire leaps around the pot and a frothy mess is bubbling forth from it, while green steam rises to cloud the ceiling and much of the room. Dozens of goblitts lie about the room in various states of repose. Some are singing, some dancing, and some sleeping. Beyond the pot is a large garish throne flanked by two large burly creatures about seven feet tall, each carrying a gigantic spiked club. On the throne sits a woman of phenomenal beauty, dressed all in black and blue robes and carrying a staff in one hand and an orb in the other. Her raven black hair drips down her shoulders like the limbs of a willow tree, and her gaze turns to those who enter. All around the room are signs of feast. There are piles and heaps of pillows and rugs, plates, and serving dishes with discarded food and drinking vessels.

This is the throne room where the Witch Queen entertains and sometimes kills her guests. When anyone unwanted enters

the room, the ogre guards sound the alarm and attack. Within moments, the goblitts will begin to attack, and guards from all locations in the complex will begin descending upon the room to protect the Witch Queen. She will cast spells, but will seek to escape the place and find safety in her chambers if the battle seems to be going badly.

WITCH QUEEN (CE human cleric 6) HP 33 (HD 6d8+6), AC 16, Spd 30ft. Str 11 Dex 14 Con 12 Int 16 Wis 14 Cha 18. Perception 12(+2). Deception +6, Persuasion +6, Religion +5. Sv Int, Cha, Wis. Dagger +4 (1d4+2; 10ft/30ft). Multiattack (2 dagger attacks); Spellcasting (Save DC 12; +4 attack) Cantrips – guidance, resistance, sacred flame, thaumaturgy; 1-level (4 slots) – command, inflict wounds, shield of faith; 2-level (3 slots) – hold person, spiritual weapon; 3-level (3 slots) – animate dead, bestow curse; Channel divinity (2; command undead, smite good (+1d6 necrotic damage); necrotic healer (regain 1/2 damage dealt on attacks with ceremonial dagger in hp); Destroy undead (CR 1/2). She carries a wand of frost (same powers as staff of frost), an orb of goblitt control that allows her to control all goblitts within 400 yards of her, +4 bracers of defence, and 1000gp in jewelry.)

OGRES X 2 (CE Large Giant) HP 59 (HD 7d10+21), AC 11, Spd 40. Str 19 Dex 8 Con 16 Int 5 Wis 7 Cha 7. Perception 8 (-2). Great club +6 (2d8+4). SA darkvision 60ft. They carry scale armor and spiked clubs.)

GOBLITTS X 24 (These chaotic evil creatures' vital stats are HD 1d4, AC 10, HP 2 each. If pressed to attack, they can do so with a single claw for 1–2 damage; +2 to hit. They carry nothing.)

APPENDIX NEW MONSTERS

ERDER WYRM (TYPE II)

In its mature state, the erder wurm is a 10-foot-long, slithering lizard-like beast with 6 thin, double-jointed legs. It has thick, short claws, and a long crocodilian head with rows of sharp, jagged teeth. It ranges in color, but is most often a mottled gray, with a bluish sheen along its flanks. It is well-adapted at hiding in dark, murky environments. The beast has two yellowish eyes with reptilian pupils. It is able to dislocate its jaws so that it can swallow prey much larger than its maw would indicate.

Erder wyrms have a thick scaly hide on their back, tail and head. Their underside is another thing altogether. There the scales are thinner and weaker. In general, a mature erder wurm of this age will not fight in a manner that exposes its belly.

These creatures are perpetually hungry and eat constantly. They are dimwitted brutes, but have keen eyesight, an extraordinary sense of smell and can detect motion through vibrations. They often find some hole or crevice to den up in and stalk the area for prey. They are commonly found in cities, particularly the sewers and any underground cavernous chambers. They prey on almost anything, digesting bone, wood, or metal as easy as meat and vegetable matter.

COMBAT: They stalk their prey by finding a good hiding place and launching out at passing creatures. Though squat, the creatures are able to move remarkably fast and often rush opponents using their deafening roar to knock them senseless. Once senseless, they fall upon the hapless victim, using their jaws and claws to pull them from the area where the creature may swallow them in safety.



ERDER WYRM (TYPE II)

LARGE DRAGON, CHAOTIC EVIL

ARMOR CLASS 18 (12)

HIT POINTS 38 (HD 4D10+8)

SPEED 50 FT.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (-2)	10 (0)	7 (-2)

DAMAGE RESISTANCES None

DAMAGE IMMUNITIES Cold

CONDITION IMMUNITIES Blinded

SENSES Darkvision 120 ft., Passive Perception 17

SKILLS Perception +2, Stealth +4

CHALLENGE 3 (700 XP)

LIGHTNING SPEED The erder wurm gains advantage on initiative.

KEEN SENSES The erder wurm gains advantage on all perception tests due to its keen sight and smell.

STEALTHY CAMOUFLAGE The erder wurm naturally blends into shadows and dark, murky environs, and as such gains advantage on stealth checks.

TREMORSENSE The erder wurm can detect and pinpoint the origin of vibrations within 120 ft, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

UNARMORED UNDERBELLY By accepting disadvantage on an attack roll, an attacker can target the erder wurm's underbelly, which has only an AC of 12 rather than 18.

DEAFENING ROAR (RECHARGE 6) The erder wurm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wurm who hear the roar are deafened for 1 minute. In addition, creatures with a 4 or less HD become panicked and flee, refusing to return to the area for 1d6 minutes. Creatures of 5 or more HD are affected as per the *fear* spell, dropping all items held and becoming frightened for 1 minute. The wurm does not have to concentrate to maintain this effect. A DC 13 charisma saving throw negates all effects of the roar.

ACTIONS

MULTIATTACK. The erder wurm makes two attacks, with its claw and its bite, each round.

CLAWS. Melee Weapon Attack. +5 to hit, 5' range, one target. *Hit:* 7 (1d6+3) slashing damage.

BITE. Melee Weapon Attack. +5 to hit, 5' range, one target. *Hit:* 10 (2d6+3) piercing damage.

SMOKE GUARDIAN

These creatures are magical in nature and are born only from certain ceremonial candles used by the lords of law and evil. These candles, always green in color, put forth a faded green light and smoke incessantly. The smoke gathers above the candles, never moving many feet from them, unless a powerful wind is blowing. If left alone for several hours, the smoke takes on a sentience born of the evil imparted into the candles. The user of the candles is then able to communicate basic commands to these creatures, instructing them as guards or assassins.

These creatures are rare and almost always used as guardians of rooms, portals, treasure and the like. Once they attune themselves to an area, they remain there until dispelled or destroyed. They are always given a command word that drives them back, as they are not always able to discern master from foe.

COMBAT The smoke guardian is slow, both mentally and physically. It always takes it a round or two to realize that intruders have entered its protected area. Once noticed, however, the smoky cloud descends upon its victim, attacking anyone that falls into its grasp. The smoky guardian can attack up to four targets in a 12 foot area simultaneously, trying to constrict each target separately. It attacks by coiling tendrils of thick smoke around the victim, lifting him off the ground a few feet and squeezing him until he is crushed to death.

SMOKE GUARDIAN

LARGE ABERRATION, NEUTRAL EVIL

ARMOR CLASS 16

HIT POINTS 19 (2D10 +12)

SPEED 10 FT./30 FT. (FLY)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

DAMAGE RESISTANCES Acid, cold, fire, lightning, thunder and bludgeoning, piercing and slashing from nonmagical weapons.

DAMAGE IMMUNITIES Poisoned

CONDITION IMMUNITIES Exhaustion, Frightened, Poisoned

SENSES Darkvision 60ft, Passive Perception 11

LANGUAGES Understands common and the language of its creator; speaks none.

CHALLENGE 1/2 (100 XP)

CONSTRICTION A successful attack by the smoke guardian can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the guardian for 2d6 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the creature tightens its grip. The DC to escape the grapple, therefore, increases by 2 for each round after the first that the victim is constricted.

ACTIONS

GRAPPLE. Melee Weapon Attack. +6 to hit, reach 5ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage and opponent grappled and constricted (Escape DC 12; +2/rnd).

UNGERN

The unger are spawn of a deity known as the Horned God and their form reflects his own. They have dark brown or red skin, are largely hairless but for a short mane that stretches the length of their spine and shocks of it around their cloven feet. Their hands are clawed, feet are hooves and their legs have triple joints. They have wolf-like heads with long tooth filled snouts. They stand about six feet tall, and though they are rather thin, they are powerfully built creatures. Their lean muscles are like corded iron. Their torso and back are shaped like beaten metal. Their necks are thick, with bands of iron muscle stretching into their broad shoulders and backs, all this to support their great horned heads. Sprouting from the creatures backside are great horns and these range in shape, size and form. Some rise directly from the spine and are more like a ridge from head to tail, others rise from the upper back and sprout above the head like a set of antlers and yet still others grow up and through the skull and rise - like their masters - like great horned crowns.

These horns are the most distinguishing marks the unger carry and generally the greater and more ornate the horns, the greater the unger. These horns grow with age and require much trimming and care and they are often decorated with all manner of jewelry, studs and the like. The unger are fond of growing their manes to great lengths and braiding them and decorating them with bits and pieces of jewelry. They often travel without clothing, carrying only their weapons, but they are wickedly intelligent beasts and don shields and plates of iron for war. Their armor is always ornate with glyphs and runes carved throughout. They are able smiths and forge their own weapons and armor, build their own war machines, or at least instruct their slaves how to do this.

The unger are well groomed and rather social in their own circles, but when in the company of lesser races, such as orcs, goblins or the like they display a tremendous amount of unbridled rage and cruelty. They have no particular hatreds for anyone, but complete disdain for all living things that do not serve their master. And most of those that do are tolerated only for the sake of their service to the Horned God. Only the Mogrl command respect from the unger and they serve them loyally and without question. They are highly organized and work together in all things. They are not migratory, and rarely move once they have taken a castle or refuge as their own. Their culture is one of power and violence. Strength and intelligence are prized above all things and the greater unger usually have both properties in abundance.

When away from their master's dens, they live in tight social groups of several hundred to a thousand. They do not build their own homes but rather settle in someone else's. They do not do menial tasks themselves, but utilize slaves, often stolen from villages, caravans or bred in their dens. They do not mate, but rather spawn like reptiles. Females, who are utterly unrecognizable from males, lay huge clutches of fertilized eggs in mounds of wet, sodden earth. The young hatch several weeks later, crawling from the mounds with tremendous appetites. They are largely on their own, forced to steal food from the

other ungeru until they are large enough to force their way to the community board and hunt with the others. The young are fierce and their boldness is rewarded by the adult ungeru, who largely ignore the small creatures. In this way, they are taught that boldness of action is always rewarded. The pups do not suffer a high mortality rate, only the mewling weak are left to die, and thus the ungeru communities, when left unchecked, grow quickly.

The ungeru live in any climate, but prefer the colder latitudes to the warmer ones. They possess a natural affinity to the cold and do not suffer, as do other races. They prefer to dwell in large fortified towns, castles or cities and only when they are on the march do they live in tents or yurts. They seek the rule of law, particularly that of their master. They do not understand chaos and seek to destroy it in all its guises, good or evil. They take great pleasure in one on one combats, following a vague code of ethics and honor in such battles. Though often if an outsider defeats an ungeru in single combat, that person is killed by the collective group.

THE UNGERU IN AIHRDE

All fell to the Horned God with an ease that made that beastly creature forever after hold great disdain for the folk of the All Father's fashioning. So immediately he gathered to him the substance of the Void and with the languages of his Father, he crafted the ungeru, the "black spawn." Some say that they were born of a union between the dark fey and wild evil men enslaved in Unklar's service. But this is not so; they are of the Val-Austlich, those creatures forged from the Language of Creation and the Val-Eahrakun, of which Unklar was the greatest. The Judgement of Corthain does not bind them and the ungeru move freely about the planes as few other creatures can.

In the black days of the Winter Dark when the Horned God, Unklar, ruled the land, the ungeru issued forth from the fortress of Aufstrag. They served Unklar as soldiers and captains, and spread his evil throughout the lands. They were the battle lords that destroyed Kayomar, drove the elves of the Shelves of the Mist into ruin and plundered the dwarf halls. Their numbers were great and they led the armies in countless battles, ever in the service of their dark master. They filled the holds of Aufstrag with their evil and their numbers grew beyond scope. But during the Winter Dark Wars they suffered greatly. In a myriad number of battles their numbers were wasted away. When at last Unklar was driven from the plane, they fell into disarray and fled to distant parts.

Since those days, they have recovered some. They live now in scattered holds all about the world of Aihilde, but most frequently in the east near the Grundliche Mountains, Aufstrag and the Grausumlands. In the west they are found in the Darkenfold and the wilds north of Kayomar and south of the Gottland where they contend with the fierce hobgoblins of those lands.

They ever search the dark parts of the heavens, looking for their master to whom they continue to make dark sacrifice.

In war, ungeru travel in organized units ranging from 10-100. For every 10 encountered, there is at least one sub-chief with 43 hit points and an AC of 16. If two or more of these captains are encountered, there is always a chief with 51 hit points and an AC of 17. If 100 are encountered, there is an ungeru battle lord with 85 hit points, AC 18 whose weapon does 1d8+4 points of damage. They fight using tactics and are generally able tacticians.

UNGERU

MEDIUM HUMANOID, LAWFUL EVIL

ARMOR CLASS 14

HIT POINTS 16 (2D8+6 HD)

SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	16 (+3)	10 (0)	14 (+2)	9 (-1)

DAMAGE RESISTANCES NONE

DAMAGE IMMUNITIES COLD

CONDITION IMMUNITIES NONE

SENSES Darkvision 60ft, Passive Perception 12

SKILLS Stealth +8

LANGUAGES Ungeru, Orc

CHALLENGE 1 (200 XP)

ABLE TACTICIAN Any ungeru who is within 5' of an ally gains advantage on all melee attacks.

CAMOUFLAGE Ungeru are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.

COLD IMMUNITY Ungeru suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage.

MASTER ARCHER The ungeru have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).

MULTIATTACK The ungeru makes three attacks, with its claws, a weapon and a horn gore.

SPELL RESISTANCE The ungeru has advantage on all saving throws against spells.

ACTIONS

CLAWS. Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 6 (1d4+4) slashing damage.

SCIMITAR. Melee Weapon Attack. +6 to hit, 5ft. range, one target. *Hit:* 8 (1d6+4) slashing damage.

GORE. Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 9 (1d8 +4) piercing damage.

COMPOSITE LONGBOW. Ranged Weapon Attack. +2 to hit, 150ft. / 400 ft. range, one target. *Hit:* 9 (1d8+4) piercing damage.

UNGERN SUB-CHIEF

MEDIUM HUMANOID, LAWFUL EVIL

ARMOR CLASS 16

HIT POINTS 43 HP (5d8+15 HD)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (0)	14 (+2)	9 (-1)

DAMAGE RESISTANCES None

DAMAGE IMMUNITIES Cold

CONDITION IMMUNITIES None

SENSES Darkvision 60ft, Passive Perception 12

SKILLS Stealth +8

LANGUAGES Ungern, Orc

CHALLENGE 3 (700 XP)

ABLE TACTICIAN Any ungern who is within 5' of an ally gains advantage on all melee attacks.

CAMOUFLAGE Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.

COLD IMMUNITY Ungern suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage.

MASTER ARCHER The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).

MULTIATTACK The ungern makes three attacks, with its claws, a weapon and a horn gore.

SPELL RESISTANCE The ungern has advantage on all saving throws against spells.

ACTIONS

CLAWS. Melee Weapon Attack. +6 to hit, 5 ft. range, one target. Hit 6 (1d4+4) slashing damage.

SCIMITAR. Melee Weapon Attack. +6 to hit, 5ft. range, one target. Hit 8 (1d6+4) slashing damage.

GORE. Melee Weapon Attack. +6 to hit, 5 ft. range, one target. Hit 9 (1d8 +4) piercing damage.

COMPOSITE LONGBOW. Ranged Weapon Attack. +3 to hit, 150ft. / 400 ft. range, one target. Hit 9 (1d8+4) piercing damage.

UNGERN CHIEF

MEDIUM HUMANOID, LAWFUL EVIL

ARMOR CLASS 17

HIT POINTS 51 hp (6d8+18 HD)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (0)	14 (+2)	9 (-1)

DAMAGE RESISTANCES None

DAMAGE IMMUNITIES Cold

CONDITION IMMUNITIES None

SENSES Darkvision 60ft, Passive Perception 12

SKILLS Intimidation +1, Persuasion +1, Stealth +9

LANGUAGES Ungern, Orc

CHALLENGE 4 (700 XP)

ABLE TACTICIAN Any ungern who is within 5' of an ally gains advantage on all melee attacks.

CAMOUFLAGE Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.

COLD IMMUNITY Ungern suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage.

COMMAND When a lesser ungern strikes a foe in battle, the Ungern Chief can use a reaction to give that ungern a single bonus action to make another attack, using any one of its available attack forms.

MASTER ARCHER The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).

MULTIATTACK The ungern makes four attacks 2 with its claws, one with a weapon and one with a horn gore.

SPELL RESISTANCE The ungern has advantage on all saving throws against spells.

ACTIONS

CLAWS. Melee Weapon Attack. +6 to hit, 5 ft. range, one target. Hit: 6 (1d4+4) slashing damage.

SCIMITAR. Melee Weapon Attack. +6 to hit, 5ft. range, one target. Hit: 8 (1d6+4) slashing damage.

GORE. Melee Weapon Attack. +6 to hit, 5 ft. range, one target. Hit: 9 (1d8 +4) piercing damage.

COMPOSITE LONGBOW. Ranged Weapon Attack. +4 to hit, 150ft. / 400 ft. range, one target. Hit: 9 (1d8+4) piercing damage.

UNGERN BATTLE LORD

MEDIUM HUMANOID, LAWFUL EVIL

ARMOR CLASS 18

HIT POINTS 85 HP (10D8+30 HD)

SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (0)	14 (+2)	9 (-1)

DAMAGE RESISTANCES None

DAMAGE IMMUNITIES Cold

CONDITION IMMUNITIES None

SENSES Darkvision 60ft, Passive Perception 15

SKILLS Insight +5, Intimidation +2, Perception +5, Persuasion +2, Stealth +8

LANGUAGES Ungern, Orc

CHALLENGE 5 (1,800 XP)

ABLE TACTICIAN Any ungern who is within 5' of an ally gains advantage on all melee attacks.

CAMOUFLAGE Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.

COLD IMMUNITY Ungern suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage.

COMMAND When a lesser ungern strikes a foe in battle, the ungern battle lord can use a reaction to give that ungern a single bonus action to make another attack, using any one of its available attack forms.

INSPIRING PRESENCE When the ungern battle lord is on the field, all ungern who can see it gain an additional attack every round, and advantage on all saving throws. Inspired ungern cannot use multiattack for this additional attack, which uses any one of their attack forms, and is in addition to all normal and bonus actions in the round.

MASTER ARCHER The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).

MULTIATTACK The ungern makes four attacks 2 with its claws, one with a weapon and one with a horn gore.

SPELLCASTING. As a chosen of the Horned God, the ungern battle lord is granted clerical spells by its god. Its save DC is 13; +5 spell attack. It has the following spells

- *Cantrips* – light, sacred flame, thaumaturgy;
- *1-level (3 slots)* – bane, bless, command, cure wounds, inflict wounds.

SPELL RESISTANCE The ungern has advantage on all saving throws against spells.

ACTIONS

CLAWS. Melee Weapon Attack. +7 to hit, 5 ft. range, one target. *Hit:* 6 (1d4+4) slashing damage.

SCIMITAR. Melee Weapon Attack. +7 to hit, 5ft. range, one target. *Hit:* 8 (1d8+4) slashing damage.

GORE. Melee Weapon Attack. +7 to hit, 5 ft. range, one target. *Hit:* 9 (1d8 +4) piercing damage.

COMPOSITE LONGBOW. Ranged Weapon Attack. +6 to hit, 150ft. / 400 ft. range, one target. *Hit:* 9 (1d8+4) piercing damage.



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5TH EDITION ADVENTURE

Travel to the far reaches of the Barren Wood is perilous in the best of times. These are not the best of times. Here, in the forest's western eves the trees are old, with tangled roots deep in the ground, where the fey still roam wild and free. Ancient ruins, many pre-dating the Winter Dark, lay buried in cool deeps, their halls and towers abandoned to the wilderness and to time. But here too, in these dangerous environs, Unklar's folk have fled, making hidden holes in dark places. So it is with the small and the powerful.

The most famous of the ruins is the Old Ziggurat. Built by the Aenochians, its many levels served the priests of that ancient empire some 1300 years ago. The Old Ziggurat lay empty for many years, but that has, so the tales relate, changed. The Bard Erikendous has come from the lonely paths of those western eves with stories of dark roots in that old place. Of creatures, of Unklar's servants, making their abode. His tales, crafted into song, are of a Witch Queen. Few of these creatures lived in the days of darkness, but they were dreaded servants, foul and mean women who ate the flesh of their victims.

The ziggurat is a foul place and any would-be heroes willing to enter this abode and challenge the inhabitants must gird themselves for desperate battle against both the arcane and mundane. For here resides one of the Witch Queens of old and she has surrounded herself with the remnants of the Horned One's armies and the cohorts of those wrecked and ruined in the foul pits of Aufstrag.



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